



BRADYGAMES®
SIGNATURE SERIES GUIDE

TAKE YOUR GAME FURTHER®

SUPERMAN RETURNS™

OFFICIAL STRATEGY GUIDE

COVERS MICROSOFT XBOX®
MICROSOFT XBOX 360™ AND
PLAYSTATION® 2 COMPUTER
ENTERTAINMENT SYSTEM.

BASED ON A GAME
RATED BY THE
ESRB **TEEN**
T



Written by Rick Barba





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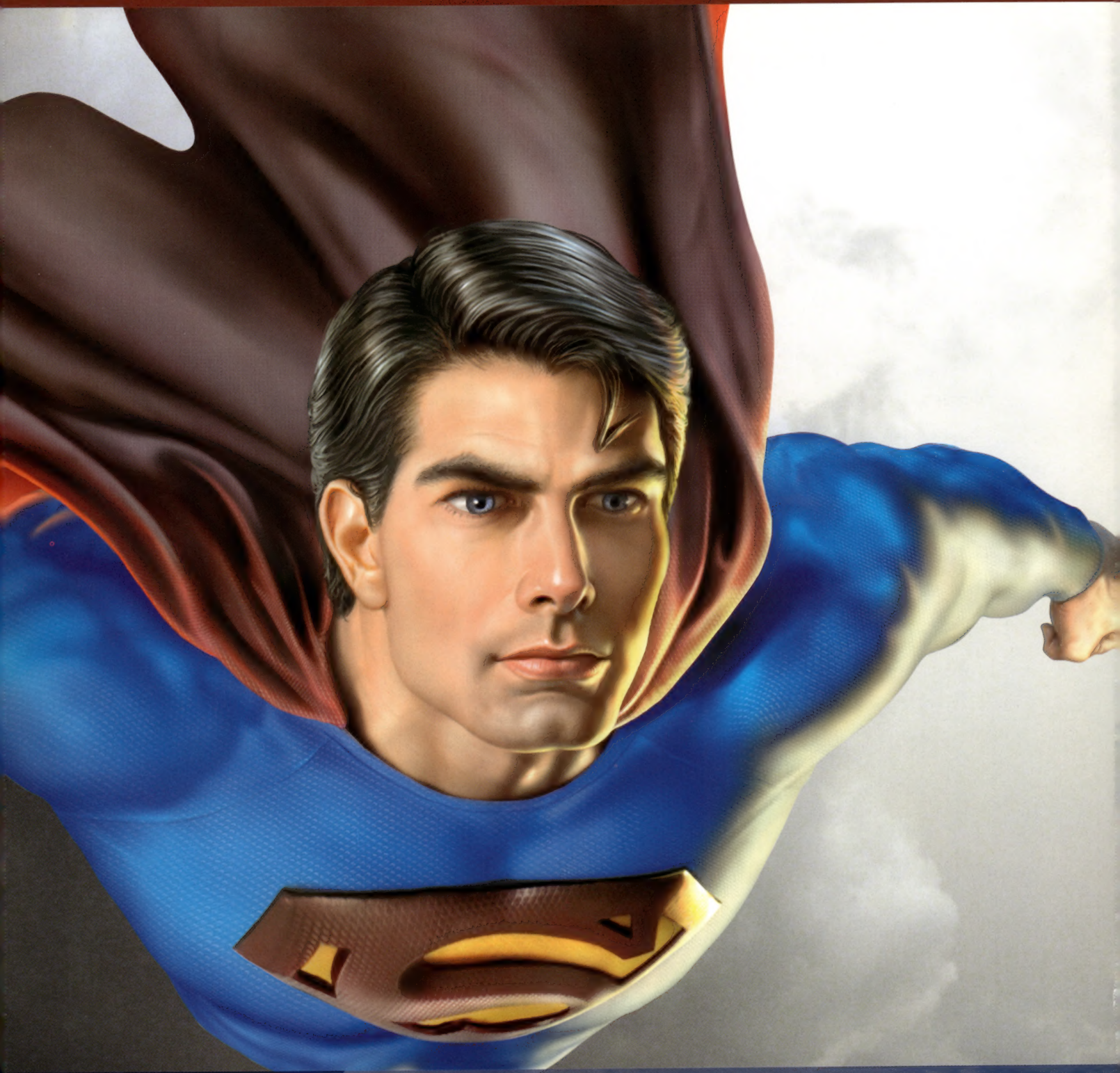
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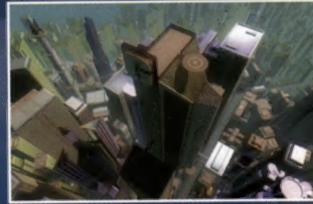
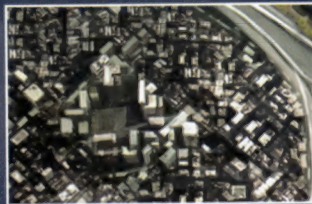
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GETTING STARTED

Welcome to the official strategy guide for *Superman Returns*, the much-anticipated title for the Xbox 360, Xbox, and PlayStation 2 platforms. What could be more fun than flying over Metropolis, keeping an eye on things below?



AN IMPORTANT NOTE FOR XBOX AND PS2 PLAYERS!

This book was written based on the Xbox 360 version of *Superman Returns*; all of the screenshots you'll see are from that version. However, our guide provides PlayStation 2 and Xbox users with everything you need to know about your versions of the game, too.

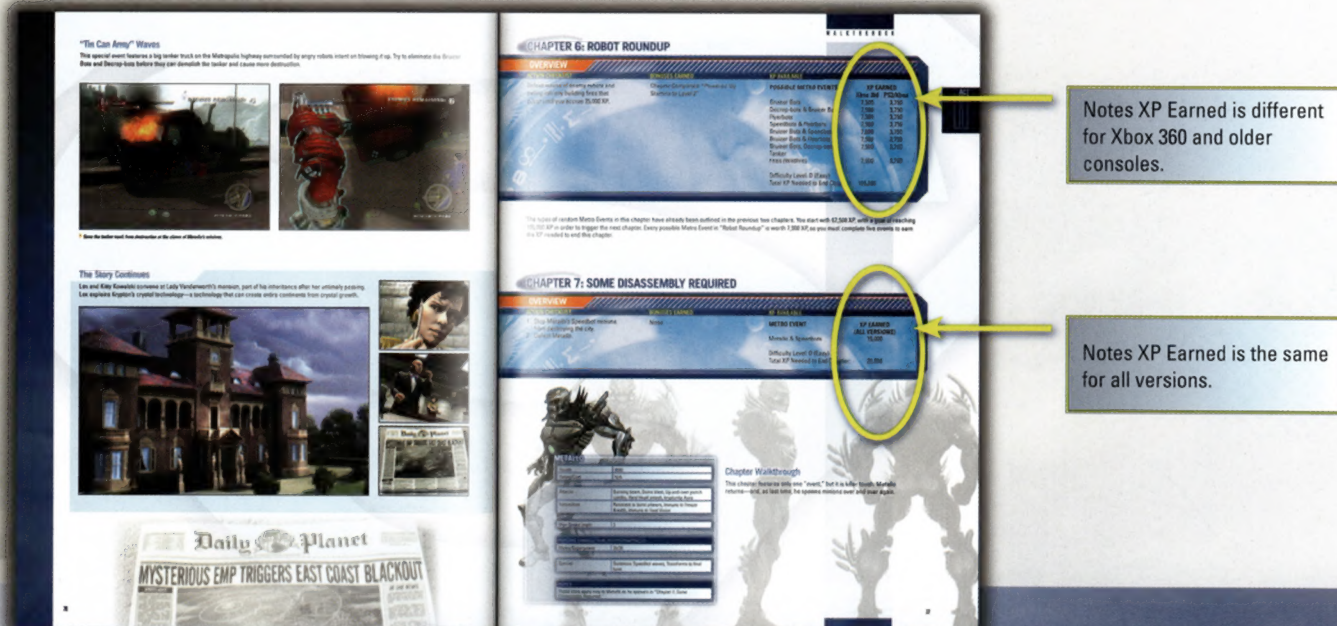
The story content is essentially the same across all three console versions—in fact, other than controller configuration, it is *exactly* the same between the PS2 and Xbox versions. However, there are a few minor gameplay differences between those and the new generation Xbox 360 version that we'd like to point out here.

Here's a quick listing of ways in which the PS2/Xbox versions differ from the Xbox 360 version:

- ❖ The Central Business District island and Memorial Bridge on the east side of Metropolis in the Xbox 360 game don't exist in the Playstation 2 and Xbox versions of the game.
- ❖ The Xbox 360 version of *Superman Returns* features more varieties of objects, cars, citizens, and buildings than the versions for Xbox and PS2. Most of these differences have no effect on gameplay.
- ❖ Some of the Mini-game elements—a few hidden Kitten locations—are in different locations in the PS2/Xbox versions than in the Xbox 360 game.
- ❖ The Fast Flyer racing Mini-game in the Xbox 360 version of *Superman Returns* is not available in the PS2 or Xbox versions.
- ❖ In the Xbox 360 version, many rooftop objects on buildings are interactive. In the Xbox/PS2 versions of the game, they are not.
- ❖ Due to CPU/GPU limitations, the average number of enemies you face in each enemy wave (called a Metro Event) in the PS2/Xbox versions is somewhat less than what you can face in the Xbox 360 version. However, the PS2/Xbox versions make up for this by scheduling about 25 percent more Metro Events.

Obviously, the technical capabilities of a "next-gen" console like the Xbox 360 make the game look different (okay, *better*) on a 360 than it does on the older console platforms. The new console model allows much more graphical detail and better game physics. But again, the *Superman Returns* designers went to great lengths to deliver the same basic gameplay experience in all versions of their game, regardless of the technical differences.

We'll note any content differences between console versions at the appropriate places throughout this guide, too. Just be assured that those differences are few and have little effect on the "basic gameplay experience"—that is, the way you actually play *Superman Returns*.



CHEATS!

No self-respecting strategy guide could look itself in the mirror if it didn't list all of the important cheats in the game. So here you go, cheaters! Enjoy!

XBOX 360 CHEATS

CHEAT	BUTTON COMBO
God Mode	U, U, D, D, L, R, L, R, Y, X
Infinite Metro Health	Y, R, Y, R, U, L, R, Y
Unlock All Powerups	L, Y, R, X, D, Y, U, D, X, Y, X
Unlock All Unlockables	L, U, R, D, Y, X, Y, U, R, X
DIRECTION PAD:	
U = Up	L = Left
D = Down	R = Right

XBOX CHEATS

CHEAT	BUTTON COMBO
Infinite Metro Health	Y, R, Y, R, U, L, R, Y
Unlock All Powerups	L, Y, R, X, D, Y, U, D, X, Y, X
Unlock All Unlockables	L, U, R, D, Y, X, Y, U, R, X
DIRECTION PAD:	
U = Up	L = Left
D = Down	R = Right

PLAYSTATION 2 CHEATS

CHEAT	BUTTON COMBO
Infinite Metro Health	⬇, R, ⬇, R, U, L, R, ⬇
Unlock All Powerups	L, ⬇, R, ⬇, D, ⬇, U, D, ⬇, ⬇
Unlock All Unlockables	L, U, R, D, ⬇, ⬇, ⬇, U, R, ⬇
DIRECTION PAD:	
U = Up	L = Left
D = Down	R = Right

There's also a special cheat code that's exclusively on the DVD for *Superman Returns*, so make sure to check that out!





SUPERMAN (KAL-EL)

Born on distant Krypton,

Kal-El was sent to Earth
to escape the cataclysm

that destroyed his home

planet. Now in the guise

of Clark Kent, a mild-

mannered reporter for the

Daily Planet, Superman

keeps a close watch

over Metropolis and its

citizenry.



Planet

KRYPTON IN
FOUNDED

Working as Clark Kent's
associate at the Daily
Planet, Lois Lane is a
relentless investigative
reporter with a good
nose for news. Lately, her
probing series of articles
and commentaries on the
Man of Steel phenomenon
have been asking a

LOIS LANE

provocative question:

"Does the world need

Superman?"





Austria	17.5	Russia	875.0
Belgium	28.0	Latvia	4.7
Denmark	1.00	Lithuania	20.5
Finland	18.0	Netherlands	1.00
		Nigeria	100.0
		Norway	1.0
		Poland	1.5
		Spain	100.0
		Sweden	1.00
		Switzerland	1.00
			1.0
			1.0
			1.0

Hai

FREED ON

LEX LUTHOR

Superman's longtime arch-enemy is a criminal genius of the highest order. Although a mere mortal human with no superpowers of his own, Lex manages to find ways to test Superman's powers and wit as he carries out his darkly brilliant schemes. In *Superman Returns*, Lex infiltrates Superman's Fortress of Solitude and uncovers ancient secrets of Kryptonian technology.



MONGUL

Mongul is the despotic

founder, architect, and
dictator of Warworld,

a grim, cruel place. He

stages gladiator games

in his infamous Warworld

combat arena to distract

his laborers from their

toil and suffering. Here,

the most powerful and

brutal warriors from eight

galaxies clash for the

crowds. Mongul is thrilled

to pluck Superman from

space during the Man of

Steel's five-year roundtrip

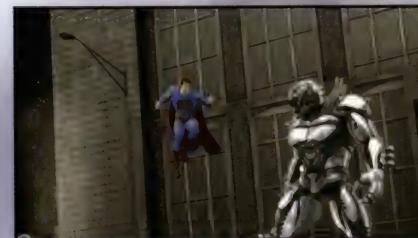
from Earth to the remains

of his home planet of

Krypton.



Metallo is another one of
Superman's archenemies.
M E T A L L O
A human consciousness
with a titanium-alloy
shell and a two-pound
Kryptonite power core,
Metallo is a master of
robotics who creates
legions of deadly robo-
soldiers built to menace
Metropolis.









Long ago, a laboratory
accident produced this
superpowered inversion
of Superman. Bizarro's
reverse logic is expressed
in his twisted, tortured
speech patterns. For
example, "I will save
Metropolis" becomes
"Me am going to destroy
Metropolis"—as Bizarro
often turns things
into their opposites.

So even though his

original impulse

B I Z A R R O

(saving Metropolis) is

fundamentally good,

Superman's doppelganger

usually ends up

endangering the city.



THE BASICS

Okay, you've read the manual, and you've probably played the game a bit already, too. Good for you. We admire your spunk. But now you want some deeper insight, some harder info, some *data*—or maybe a few ruminative notes from the game designers on their design philosophy. Well, you've come to the right place. This is where you get the basics. It's the basics chapter. Which is *exactly* why we entitled it... The Basics.

Before we get into the game's nuts and bolts (plus maybe a few metric socket screws), let's do a quick overview of the game structure.

METRO EVENTS: *HOW THE GAME UNFOLDS*

Superman Returns has a unique structure featuring a linear overall story that frames distinctly nonlinear experiences within each individual chapter of that story.

The designers call the gameplay “emergent”—that is, events emerge somewhat randomly within each chapter. Enemy attack waves and most other incidents, together called “Metro Events,” occur in a different order and in different spots on the Metropolis map each time you play through a chapter.

THE SUPERMAN CHALLENGE

Superman is essentially invincible—foes can’t really “defeat” the Man of Steel—so the game finds an ingenious way to measure Superman’s success or failure. He is, after all, the self-designated guardian of Metropolis, protector of the innocent. So Superman fails only if he is unsuccessful in protecting the city and its citizens. (For more on this game design challenge, read the Designer Notes sidebar on this page.)

HOW TO DESIGN A GAME WITH AN INVINCIBLE SUPER HERO

DESIGNER NOTES

“Designing a game around a near-invulnerable character was very challenging. It seemed there was no good solution unless we went down the ‘everybody-uses-Kryptonite’ route. That was a gameplay crutch on which we refused to lean.

“Then we came up with a concept of ‘Metropolis Health.’ Superman could lose through his inaction. Yes, he is invincible, but if he lets his city be razed around him, he fails in his super-hero duty.

“This fit the character of Superman amazingly well. Since Superman is based in Metropolis and ‘collateral damage’ sounded too military, we changed it to Metropolis Health and the rest is history.”

—Gregory Faccone, Designer, EA

THE STORY STRUCTURE

The game’s main storyline is divided into five Acts, each one comprised of a number of chapters. In the next section, we’ll give you an exact breakdown, and list all the possible Metro Events that can emerge in each chapter. But first, let’s look at the gameplay structure—that is, how you move from one chapter to the next.

Here’s how it works:

Each Act has a few Metro Events that are non-random—that is, they always occur at the same point in the story and in the same manner, and they create the superstructure of *Superman Returns*. Aside from those events, however, each chapter unfolds in a cleverly random manner—fires break out, waves of enemies appear in distant city districts, citizens in distress call for help... and it all happens in a different order each time you play through the game!



THE XP SYSTEM: HOW TO PROGRESS THROUGH THE STORY

Every time you successfully complete a Metro Event—beat a boss, wipe out a wave of enemies, extinguish a fire, and so on—you earn a certain number of experience points called XP. (See our XP tables to find exact numbers for each chapter's Metro Events.) These accrue as a cumulative number of XP.

Each chapter you play has a cumulative XP target that you must reach in order to finish the chapter; again, you reach that target by completing Metro Events and amassing enough total XP.

For example, to complete "Chapter 6: Robot Roundup," you must hit a total XP target of 105,000. You end the previous chapter ("Chapter 5: Infernal Machines") with 67,500 XP, so you need another 37,500 XP to reach your Chapter 6 target. Each one of the eight possible Metro Events that can occur in Chapter 6: Robot Roundup is worth 7,500 XP. Again, these events will spawn in random order, but every time you complete one, you earn another 7,500 XP. Thus, you must successfully complete five random Metro Events to get the 37,500 XP you need to complete Chapter 6.

See? It's just math.

XP TABLES

The following tables list the Metro Events that can occur in each chapter of the game, and show how many XP each event is worth when successfully completed. Due to CPU/GPU limitations, the PlayStation 2 and Xbox versions of the game feature fewer enemies per Metro Event; they compensate by making each Metro Event worth fewer XP, and thus you must complete more Metro Events to reach the target XP for chapter completion. (This compensation begins in Chapter 5.)

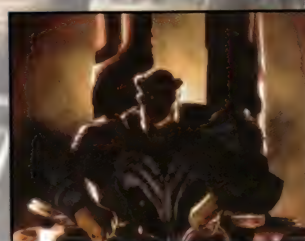
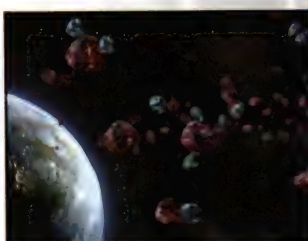
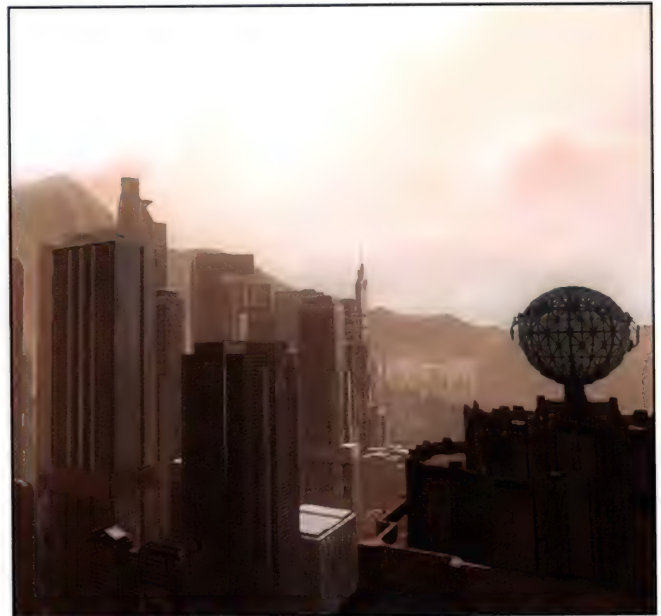
ACT I: SUPERMAN RETURNS

CHAPTER 1: METEOR STORM

OBJECTIVES	XP EARNED (ALL VERSIONS)
Destroy crashed cold meteor	500
Put out small fire	500
Destroy crashed hot meteor	500
Complete cold then hot waves	1,000
Complete mixed wave	1,000
Extinguish large building fire	2,000
Obliterate mega-meteor	2,000
Difficulty Level: A (Very Easy)	
Total XP Needed to End Chapter: 7,500	

CHAPTER 2: WARWORLD

OBJECTIVES	XP EARNED (ALL VERSIONS)
Defeat Plathune	3,000
Defeat Overkhist	3,500
Defeat Mongul	5,000
Difficulty Level: A (Very Easy)	
Total XP Needed to End Chapter: 19,000	



ACT II: METALLO

CHAPTER 3: METROPOLIS CONTRAPTIONS

POSSIBLE METRO EVENTS	XP EARNED (ALL VERSIONS)
Metallo & Decrep-bots (non-random)	2,000
Decrep-bots	1,000
Decrep-bots & Bruizer Bots	1,000
Speedbots	1,000
Decrep-bots & Speedbots	1,000
Fires (Blaze)	1,000

Difficulty Level: A (Very Easy)

Total XP Needed to End Chapter: 25,000

CHAPTER 4: DARK METAL

POSSIBLE METRO EVENTS	XP EARNED (ALL VERSIONS)
Decrep-bots	2,500
Bruizer Bots	2,500
Decrep-bots & Bruizer Bots	2,500
Speedbots	2,500
Flyerbots	2,500
Decrep-bots & Flyerbots	2,500
Decrep-bots & Speedbots	2,500
Fires (Blaze)	2,500

Difficulty Level: B (Very Easy)

Total XP Needed to End Chapter: 37,500

CHAPTER 5: INFERNAL MACHINES

POSSIBLE METRO EVENTS	XP EARNED	
	XBOX 360	PS2/XBOX
Metallo & Bruizer Bots (non-random)	10,000	7,500
Decrep-bots	5,000	3,750
Bruizer Bots	5,000	3,750
Decrep-bots & Bruizer Bots	5,000	3,750
Speedbots	5,000	3,750
Flyerbots	5,000	3,750
Speedbots & Flyerbots	5,000	3,750
Bruizer Bots & Speedbots	5,000	3,750
Decrep-bots & Flyerbots	5,000	3,750
Bruizer Bots & Flyerbots	5,000	3,750
Decrep-bots & Speedbots	5,000	3,750
Bruizer Bots, Decrep-bots, Tanker	5,000	3,750
Fires (Wildfire)	5,000	3,750

Difficulty Level: C (Easy)

Total XP Needed to End Chapter: 67,500

CHAPTER 6: ROBOT ROUNDUP

POSSIBLE METRO EVENTS	XP EARNED	
	XBOX 360	PS2/XBOX
Bruizer Bots	7,500	3,750
Decrep-bots & Bruizer Bots	7,500	3,750
Flyerbots	7,500	3,750
Speedbots & Flyerbots	7,500	3,750
Bruizer Bots & Speedbots	7,500	3,750
Bruizer Bots & Flyerbots	7,500	3,750
Bruizer Bots, Decrep-bots, Tanker	7,500	3,750
Fires (Wildfire)	7,500	3,750

Difficulty Level: D (Easy)

Total XP Needed to End Chapter: 105,000

CHAPTER 7: SOME DISASSEMBLY REQUIRED

METRO EVENT	XP EARNED (ALL VERSIONS)
Metallo & Speedbots	15,000

Difficulty Level: D (Easy)

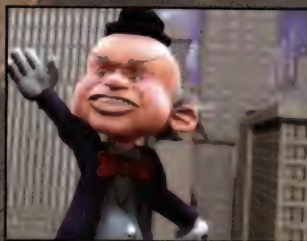
Total XP Needed to End Chapter: 120,000

CHAPTER 8: END PROGRAM

OBJECTIVES	XP EARNED (ALL VERSIONS)
Force Metallo to Trigger Missile	2,500
Complete Missile MIM	7,500
Defeat Metallo (Phase 2)	10,000

Difficulty Level: D (Easy)

Total XP Needed to End Chapter: 140,000



ACT III: BIZARRO

CHAPTER 9: DNAWFUL

POSSIBLE METRO EVENTS	XP EARNED	
	XBOX 360	PS2/XBOX
Bizarro (non-random)	15,000	12,000
Decrep-bots & Bruizer Bots	7,500	6,000
Speedbots & Flyerbots	7,500	6,000
Bruizer Bots & Flyerbots	7,500	6,000
Scoldfires	7,500	6,000
Gnarrrs	7,500	6,000
Scoldfires & Decrep-bots	7,500	6,000
Bruizer Bots, Decrep-bots, Tanker	7,500	6,000
Scoldfires Cause Fires	7,500	6,000
Fires (Wildfire)	7,500	6,000
Difficulty Level: E (Easy)		
Total XP Needed to End Chapter: 200,000		

CHAPTER 10: METROPOLIS MENACES

POSSIBLE METRO EVENTS	XP EARNED	
	XBOX 360	PS2/XBOX
Bizarro (non-random)	20,000	18,000
Gnarrrs	10,000	9,000
Scoldfires	10,000	9,000
Scoldfires & Decrep-bots	10,000	9,000
Scoldfires & Bruizer Bots	10,000	9,000
Scoldfires Cause Fires	10,000	9,000
Fires (Combustion)	10,000	9,000
Difficulty Level: F (Medium)		
Total XP Needed to End Chapter: 290,000		

CHAPTER 11: AIR PRESSURE

OBJECTIVES	XP EARNED (ALL VERSIONS)
Protect the Blimps	30,000
Difficulty Level: F (Medium)	
Total XP Needed to End Chapter: 320,000	

CHAPTER 12: ODDITIES' END

POSSIBLE METRO EVENTS	XP EARNED	
	XBOX 360	PS2/XBOX
Gnarrrs	12,500	10,000
Scoldfires	12,500	10,000
Scoldfires & Decrep-bots	12,500	10,000
Scoldfires & Bruizer Bots	12,500	10,000
Scoldfires & Flyerbots	12,500	10,000
Gnarrrs & Flyerbots	12,500	10,000
Gnarrrs & Scoldfires	12,500	10,000
Scoldfires Cause Fires	12,500	10,000
Fires (Combustion)	12,500	10,000
Difficulty Level: G (Medium)		
Total XP Needed to End Chapter: 420,000		

CHAPTER 13: MIRROR MATCH

OBJECTIVES	XP EARNED (ALL VERSIONS)
Bizarro Boss Battle	50,000
Difficulty Level: G (Medium)	
Total XP Needed to End Chapter: 470,000	



ACT IV: RIOT

CHAPTER 14: EARLY PAROLE



POSSIBLE METRO EVENTS	XP EARNED	
	XBOX 360	PS2/XBOX
Scoldfires	20,000	15,000
Gnarrls	20,000	15,000
Scoldfires & Flyerbots	20,000	15,000
Gnarrls & Flyerbots	20,000	15,000
Terminites	20,000	15,000
Riot	20,000	15,000
Decrep-bots & Terminites	20,000	15,000
Scoldfires Cause Fires	20,000	15,000
Gnarrls & Scoldfires	20,000	15,000
Fires (Inferno)	20,000	15,000
Fires (Incinerator)	20,000	15,000
Difficulty Level: H (Hard)		
Total XP Needed to End Chapter: 650,000		



CHAPTER 15: METROPOLIS RIOTS

POSSIBLE METRO EVENTS	XP EARNED (ALL VERSIONS)
Mongul (non-random event)	50,000
Plahtune	25,000
Overkhast	25,000
Riot	25,000
Terminites & Flyerbots	25,000
Terminites	25,000
Terminites & Scoldfires	25,000
Terminites & Bruizer Bots	25,000
Scoldfires Cause Fires	25,000
Gnarrls & Scoldfires	25,000
Fires (Inferno)	25,000
Fires (Incinerator)	25,000
Difficulty Level: I (Hard)	
Total XP Needed to End Chapter: 900,000	



CHAPTER 16: LEGION OF DESTRUCTION

POSSIBLE METRO EVENTS	XP EARNED	
	XBOX 360	PS2/XBOX
Gnarrls	37,500	30,000
Gnarrls & Scoldfires	37,500	30,000
Terminites	37,500	30,000
Terminites & Flyerbots	37,500	30,000
Terminites & Bruizer Bots	37,500	30,000
Terminites & Scoldfires	37,500	30,000
Riot & Flyerbots	37,500	30,000
Plahtune & Overkhast	37,500	30,000
Fires (Firestorm)	37,500	30,000
Fires & Lightning	37,500	30,000
Fires by Meteor	37,500	30,000
Difficulty Level: J (Very Hard)		
Total XP Needed to End Chapter: 1,200,000		

CHAPTER 17: GRUDGE MATCH

POSSIBLE METRO EVENTS	XP EARNED (ALL VERSIONS)
Mongul (Final Encounter)	100,000
Difficulty Level: J (Very Hard)	
Total XP Needed to End Chapter: 1,300,000	

ACT V: CONCLUSION

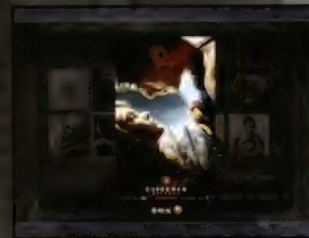
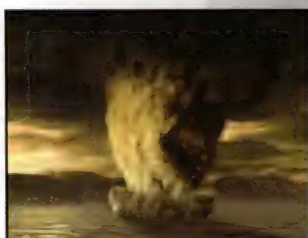
CHAPTER 18: FORCE OF NATURE

OBJECTIVES	XP EARNED (ALL VERSIONS)
First Tornado Wave	10,000
Rescue Citizen & Boats	20,000
Second Tornado Wave	20,000
Giant Tornado	50,000
Difficulty Level: J (Very Hard)	
Total XP Needed to End Chapter: 1,400,000	

EPILOGUE

CHAPTER 19: THE END IS THE BEGINNING

POSSIBLE METRO EVENTS	XP EARNED (ALL VERSIONS)
Decrep-bots	50,000
Bruizer Bots	50,000
Decrep-bots & Bruizer Bots	50,000
Speedbots	50,000
Flyerbots	50,000
Speedbots & Flyerbots	50,000
Bruizer Bots & Speedbots	50,000
Decrep-bots & Flyerbots	50,000
Bruizer Bots & Flyerbots	50,000
Decrep-bots & Speedbots	50,000
Scoldfires Cause Fires	50,000
Scoldfires	100,000
Scoldfires & Decrep-bots	100,000
Scoldfires & Bruizer Bots	100,000
Bruizer Bots, Decrep-bots, Tanker	100,000
Gnarls	200,000
Scoldfires & Flyerbots	200,000
Gnarls & Flyerbots	200,000
Terminites	200,000
Riot	200,000
Decrep-bots & Terminites	200,000
Plahtune	200,000
Overkhast	200,000
Terminites & Flyerbots	300,000
Scoldfires & Terminites	300,000
Riot & Flyerbots	300,000
Bruizer Bots & Terminites	300,000
Plahtune & Overkhast	300,000
Gnarls & Scoldfires	300,000
Fires (Firestorm)	300,000
Fires & Lightning	300,000
Fires by Meteor	300,000
Difficulty Level: Various	
Total XP Needed to End Chapter: 5,000,000	



MOVES & COMBOS

Superman fights a lot of villains, robots, and monsters in this game. Some you can simply zap with a superpower like Heat Vision; others you can knock out with simple moves, like the basic Punch with its single button press. But as foes get tougher and more sophisticated in their abilities, you'll need to master more complicated (and fun) moves and combos.

Below is a list of all moves and combos available in the game. Some are "power ups" that are rewarded only after you earn enough XP; we marked these with an asterisk (*). (Check the next section, Power Ups, to see what you need in order to unlock these moves and combos.) Practice your moves and combos between Metro Events so you master them for the fights ahead.

BASIC MOVES

MOVE	USED	BUTTON SEQUENCE XBOX/XBOX 360	PS2
Punch	Ground	X	□
Orbital Punch	Ground	Hold X	Hold □
One-Two Combo	Ground	X, X	□, □
Thunderclap Combo	Ground	X, X, X	□, □, □
Locomotive Combo	Ground	X, X, X, Y	□, □, □, △
Tremor Combo	Ground	X, X, X, Y, X	□, □, □, △, □
Kryptonian Combination*	Ground	X, X, X, Y, X, Y	□, □, □, △, □, △
Aerial Punch	Air	X	□
Shooting Star	Air	Hold X	Hold □
Air One-Two Combo	Air	X, X	□, □

SPECIAL MOVES

MOVE	USED	BUTTON SEQUENCE XBOX/XBOX 360	PS2
1000 Fists*	Ground	Rapidly tap X, Y, rapidly tap X	Rapidly tap □, △, rapidly tap □
Earthquake*	Ground	X, X, X, Y, X, hold Y	□, □, □, △, □, hold △
Supernova*	Ground/Air	Y + B	△ + ○
Uppercut	Ground	X + A	□ + ×
Up in the Sky*	Ground	Hold X + A	Hold □ + ×
Up in the Sky: It's a Bird*	Ground	Hold X + A, Y	Hold □ + ×, △
Up in the Sky: It's a Plane*	Ground	Hold X + A, X	Hold □ + ×, □
Down to Earth	Air	X + A	□ + ×
Down to Earth Double	Air	X + A, X	□ + ×, □
Krypton Catapult	Ground	A (Grab), R-Trigger	△ (Grab), □
Around the World	Ground	A (Grab), Hold R-Trigger	△ (Grab), Hold □
Foe Hammer	Ground	A (Grab), X, X, X	△ (Grab), □, □, □
Speeding Bullet	Ground	X	□
Jor-El's Fist	Ground	RB, X	□, □
Train Wreck	Ground	RB, Hold X	□, Hold □
Corkscrew*	Ground	RB, X + A	□, □ + ×



SPECIAL COMBOS

MOVE	BUTTON SEQUENCE XBOX, XBOX 360	PS2
Savior Combo	X, Hold X	□, Hold □
Jor-El's Fury	X, RB, X	□, □, □
Grip of Steel	X, A	□, ×
The Sun Shines	X, Y + B	□, △, ○
Daybreak	X, X + A	□, □ + ×
Rising Son	X, Hold X + A	□, Hold □ + ×
Justice Bringer	Select Heat Vision, X, RT	Select Heat Vision, □, □
Burst Justice Bringer*	Select Burst Heat Vision, X, RT	Select Burst Heat Vision, □, □
Arctic Blast Combo	Select Freeze Breath, X, RT	Select Freeze Breath, □, □
Burst Arctic Blast*	Select Burst Freeze Breath, X, RT	Select Burst Freeze Breath, □, □
Oath Keeper	Select Superbreath, X, RT	Select Superbreath, □, □
Burst Oath Keeper*	Select Burst Superbreath, X, RT	Select Burst Superbreath, □, □

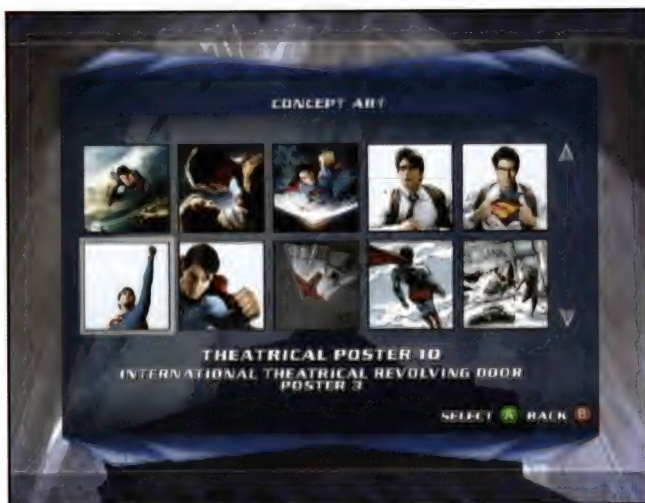
POWER UPS

The following table lists when you'll earn the upgrades and bonuses available in the game. This table applies the same for all three versions of the game: PS2, Xbox, and Xbox 360.

POWER UP	REWARDED AFTER	TOTAL XP NEEDED
Kryptonian Combination	Chapter 1	7,500
Up in the Sky	Chapter 2	14,000
Up in the Sky: It's a Plane	Chapter 2	14,000
Burst Superpowers	Chapter 2	19,000
1000 Fists	Chapter 3	21,000
Freeze Breath 2	Chapter 3	25,000
Heat Vision 2	Chapter 4	37,500
Supernova	Chapter 4	37,500
Earthquake	Chapter 5	47,500
Super Breath 2	Chapter 5	67,000
Stamina 133%	Chapter 6	105,000
Up in the Sky: It's a Bird	Chapter 8	140,000
Heat Vision 3	Chapter 8	140,000
Strong Arctic Blast	Chapter 9	200,000
Super Breath 3	Chapter 10	290,000
Freeze Breath 3	Chapter 11	320,000
Burst Justice Bringer	Chapter 11	320,000
Stamina 166%	Chapter 13	470,000
Burst Oath Keeper	Chapter 13	470,000
Super Breath 4	Chapter 14	650,000
Corkscrew	Chapter 15	900,000
Heat Vision 4	Chapter 16	1,200,000
Freeze Breath 4	Chapter 17	1,300,000
Stamina 200%	Chapter 18	1,400,000

UNLOCKABLES

As you play through *Superman Returns* and rack up XP, you progressively unlock all kinds of goodies. Most of these "unlockables" are very cool eye candy: actual *Superman Returns* movie posters, movie concept art, and game concept art. Some are in-game elements like the Playable Bizarro Mini-game or two new suits that the Man of Steel can wear.



The following table lists what you need to access all of the game's unlockables. It applies the same to all versions of the game: PS2, Xbox, and Xbox 360. Once you've unlocked posters or concept art, you can view them by going to the Fortress of Solitude (Xbox 360 only), selecting Bonus Theater, then selecting Concept Art. To change Superman into a newly unlocked suit, go to the Fortress of Solitude and select Costumes, then pick the one you want.

UNLOCKABLE	XP NEEDED	CONDITION
"Playable Bizarro" Mini-game	19,000	Complete Act I
Movie Posters (11)	140,000	Complete Act II
Kryptonian Suit	470,000	Complete Act III
Movie Concept Art (48)	1,300,000	Complete Act IV
1939 Superman Suit	1,400,000	Complete Act V
More Movie Concept Art (25)	2,000,000	--
More Movie Concept Art (42)	3,000,000	--
More Movie Concept Art (25)	4,000,000	--
More Movie Concept Art (25)	5,000,000	--
Replay Cinematics	--	Play each cinematic in-game once
Game Concept Art (20)	--	Find 20th Kitten
Game Concept Art (20)	--	Find 40th Kitten
Game Concept Art (20)	--	Find 60th Kitten
Game Concept Art (20)	--	Find 80th Kitten
Game Concept Art (25)	--	Find 100th Kitten

TROPHIES

Superman Returns rewards you with silver trophies for completing certain tasks in the game. You can view trophies you've won by going to the Fortress of Solitude and selecting Trophies.



TROPHY AWARDED	CONDITION
Silver Meteor	Complete Chapter 1
Silver Bowling	Grab and drop Daily Planet's rooftop globe
Silver Destroyed Building	Complete "Playable Bizarro" Mini-game
Silver Camera	Defeat 500 enemies
Silver Car Stack	Pick up 500 vehicles
Silver Cat	Complete "Kitten Finding" Mini-game
Silver Superman (Xbox 360 only)	Complete all "Fast Flyer" Mini-game races

XBOX 360 LIVE ACHIEVEMENTS

If you're playing the Xbox 360 version of *Superman Returns*, you earn Live Achievements as you progress through the game. Here's a complete list of all possible achievements you can earn.

XBOX 360 LIVE ACHIEVEMENTS

IN-GAME DASHBOARD ACHIEVEMENT	TEXT CONDITION	TYPE	ICON	TITLE	DESCRIPTION	GAMER POINTS
100%	Complete all Metro Events and Mini-games	Normal		Hero of Metropolis	"Completed all Metro Events and Mini-games."	200
Meteor Storm	Complete Chapter 1: Meteor Storm	Normal		Armageddon Averted	"Survived the meteor shower."	30
Warworld	Complete Chapter 2: Warworld	Secret		Warworld	"Visited and dominated Warworld."	50
Metallo	Complete Chapter 8: End Program	Secret		Metallo Mastered	"Stopped Metallo in the name of justice."	100
Bizarro	Complete Chapter 13: Mirror Match	Secret		Me aM savE yOUI	"By you is Bizarro not undefeated!"	100
Twister	Complete Chapter 18: Force of Nature	Secret		Twisted	"Saved Metropolis from the rampaging tornado."	100
Mongul	Completed Chapter 17: Grudge Match	Secret		The Mongul Hordes	"Vanquished Mongul once again."	100
100% Mini-games	Complete all Mini-games	Normal		Mr. What's-his-name	"Isemag-inim lla detelpmoC"	50
Bizarro Mini-game	Complete the Bizarro Mini-game	Normal		You Am Bizarro!	"Me smashed Metropolis! It safe now."	20
Fast Flyers Mini-games	Finish all Fast Flyer Mini-games	Normal		Super Sonic	"Finished all routes in all Fast Flyer mini-games."	20
Kittens Mini-game	Find all Kittens	Normal		Mr. Whiskers	"Rescued all kittens in Metropolis."	50
All Power-Ups	Obtain all 15 power-ups	Normal		Souped-Up Superman	"Acquired every power-up."	30
99	Perform 99 combat combos	Secret		Versatile Fighter	"Performed 99 fighting combos."	30
Distance Traveled	Travel for 10,000 Miles	Normal		Frequent Flyer	"Traveled at least 10,000 miles."	30
Total Pick Up	Pick up 100 cars throughout the game	Normal		Roadside Assistance	"Picked up at least 100 cars."	30
Playing Time	Play a total of 12 hours	Normal		The Greatest Day	"Played for a total of 12 hours."	30
Total Weight Lifted	Lift 10,000 total tons during gameplay	Normal		Heavy Lifting	"Lifted at least 10,000 tons throughout the game."	30
Cheater	Use the cheat mode at least once	Secret		Not That Super	"Entered a cheat code in a desperate plea for help."	0
TOTAL GAMER POINTS POSSIBLE:						1000

BASIC GAMEPLAY TIPS & TACTICS

We asked the creators of *Superman Returns* for some gameplay tips to combine with our own. As usual, they came through in spades. Read through these nuggets of wisdom for guidance and insight into the game, including a valuable section on Boss Strategies. Be sure to check out the designer interview at the end, too.



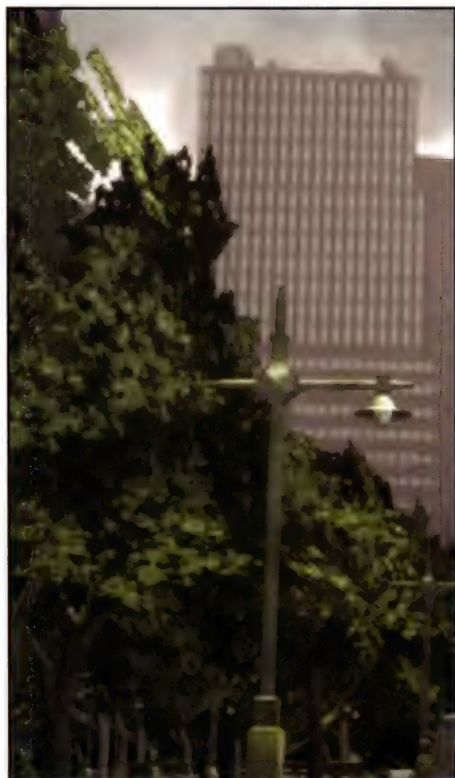
GENERAL TIPS

Between Metro Events, help citizens... and practice!

After you finish a mission, you generally have about 30-60 seconds before Superhearing icons start popping up to indicate the next Metro Events. Use this time to pick up injured citizens (the ones marked by the "Citizen in Distress" icons) and rush them to emergency vehicles marked by red icons to gain Metro health.

Note that ambulances passing on the streets won't accept injured citizens. You must follow the red icon to the marked vehicles before you can drop off a citizen and gain bonus city health points.

If no injured citizens are available, use the time to make some Superspeed flying runs around the city. Practice your full-speed maneuvers through skyscraper canyons. Or you can drop to the ground and work on your combo sequences. Even after the Superhearing icons appear to indicate distant Metro Events, you can continue your practice runs as long as you stay away from Metro Event locations.



Don't get in a tactical rut.

(Courtesy of Anthony Marinello, EA)

Remember that as you progress through the game you unlock superpower upgrades and new attack combos that may work better or be more satisfying than the ones you've been using. Be sure to check the Moves List and take some time to experiment with new moves and combos. Try using Superbreath to blow a foe into the air and then execute a quick Superspeed ram into the helpless airborne enemy. Use burst superpowers to string five-punch combos together, then end with the exhilarating uppercut-punch-slamdown combo ("Up In the Sky—It's a Bird, It's a Plane") to take out tough enemies.

If possible, choose Metro Events in locations away from the towering high-rise districts.

You get a choice of Metro Events, usually. As we mentioned in the first tip, after you complete a Metro Event, you generally have a minute or so until another Superhearing icon appears to indicate another Metro Event. But unless the icon pops up within a block or two of you (which immediately triggers the event), you can wait until more icons appear, thus gaining a choice of locations for your next battle.

Highly mobile foes like Speedbots or Flyerbots are *much* easier in track and target in open areas than in the narrow skyscraper canyons of, say, the Hyper Sector. In general, enemies are easier to fight when you can zoom up quickly above low rooftops, scan around to pick targets, and then rocket right back down at them. This is very difficult to do in downtown areas where "zooming up above the rooftops" means going vertical for hundreds of feet above towering high-rises that cut off easy lines of sight.

If you wait for more Superhearing icons to appear, you increase the chance that a Metro Event will pop up in an area of the city (like the Industrial District islands or the Suicide Slums) where buildings are lower and it's much easier to maneuver and track targets.

Be an “environmentalist.”

(Courtesy of Matt Greig, EA)

Remember that many objects in the Metropolis environment are interactive. Light posts, traffic lights, statues, rooftop generators (in the Xbox 360 version), and other objects can be picked up, swung, and tossed about, doing major damage to any foe that gets in the way.



Control crowds with Freeze Breath.

Superman has no “stun” attack, but Freeze Breath is a close approximation. When enemies start to swarm, freeze a few (or *all*) to immobilize them, then hammer them one by one. This tactic reduces attacks not only on Superman, but also on the city. Remember, your primary goal is to minimize damage to Metropolis. Freezing foes is a good way to do that.

Get crowds quaking.

(Courtesy of Matt Greig, EA)

Once mastered, the Earthquake combo is a versatile, reliable move that you can count on when surrounded by hordes of attackers. Use it liberally. Supernova is a nice crowd dispersal technique too, and it works in the air as well as on the ground.

Use the “Lock and Ram” technique.

Whenever you spot the glow of an enemy icon in the distance, face it and press your Target Lock trigger. Once you’ve locked onto a distant target (the target is highlighted when locked), hold in the Superspeed button to rocket directly toward the target.

A good attack technique is to fire blasts of the currently active Superpower (Heat Vision or Freeze Breath are best) as you approach a target at Superspeed, then ram right into the target or pop the Action button to trigger the Jor-El’s Fist special move.

Encourage enemies to damage each other.

(Courtesy of Matt Greig)

Maneuver so that foes are in each other’s line of fire. Mongul, for example, can be prodded into wiping out his summoned minions if they get in his way.



BOSS STRATEGIES



We've gathered together some expert boss tactics, patching it together into a compendium of boss-fighting wisdom. (You'll also see these tips placed throughout our walkthrough chapter in the appropriate spots.) A special thanks to Matt Greig at EA for helping us out here. Note that not all of the foes listed below are technically "bosses"—but Riot, Plahune, and Overkash are more than just "minions," and thus require some specialized strategies.

METALLO

Metallo: First Three Encounters

The most important thing to remember when fighting Metallo's earlier forms is that it's not Metallo himself who will do the most damage to the city; it's the minions he spawns. If you focus exclusively on Metallo, you make the battle much harder than it has to be; efficient minion control is your best bet here.

In his first two forms, Metallo spawns Decrep-bots and then Bruiser Bots. These guys are slow and don't move too far from Metallo, so they're fairly easy to contain. Destroy all bots, then start beating down Metallo.

In his third form, Metallo is accompanied by a squadron of Speedbots, which makes things trickier. Your first priority should be to track down and destroy this wheeled menace. Metallo himself will do minimal damage compared to the combined assault of several Speedbots running amok through the city.

Big Metallo: Boss Fight

When you fight Metallo as he appears in *Chapter 8: End Program* (the boss phase), your main task is to throw cars at him until his health bar drops to zero and he fires off his missile. However, there are some alternate ways of draining Metallo that can make the battle easier. First off, look for flammable objects to throw at Metallo. Gas-filled tanker trucks in particular are highly effective. Second, look for large objects to throw. The best object of all? The Daily Planet's rooftop globe!



BIZARRO

Bizarro: First Encounter

Tactics you learned while fighting Mongul on Warworld will serve you well against Bizarro. Block his attacks, and counter when he goes up for the Earthquake slamdown. Or use your Speeding Bullet evasion move to dodge his attacks and dart behind Bizarro, then use Surprise Exchange and strike his exposed backside.

Bizarro: Boss Fight

This battle (in *Chapter 13: Mirror Match*) is one of the longer fights in the game, so you must be efficient in the earlier stages to survive Bizarro's final onslaught. Don't bother with air melee attacks when Bizarro is flying around; concentrate on short-range Heat Vision attacks to wear him down. While on the ground, watch out for screeching Scoldfires that come to Bizarro's rescue; once they appear, destroying them should be your top priority. Bizarro is also very vulnerable to the Justice Bringer and Arctic Blast combos—use these repeatedly to defeat him quickly.

RIOT



Riot can be tricky if you don't know how to handle him, but he's cake once you learn his weakness. The most efficient strategy is to use Blast Freeze Breath to freeze swarming Riot clones, then start taking them down one by one with Heat Vision or melee combos. Just be careful when using melee hits—if you accidentally hit a non-frozen Riot, you trigger him to split into two Riots, putting your net progress against this fiend at zero.

PLAHTUNE IN METROPOLIS



Fighting Plahtune in the city is trickier than on Warworld; here, when he multiplies, his refleclones spread out and start rapidly demolishing neighborhoods. But the tactic for defeating the refleclones in Metropolis remains the same as on Warworld—rely primarily on your Heat Vision attack, while staying out of range of Plahtune's grenades.



OVERKHAST IN METROPOLIS

Don't take Overkhast lightly—he can destroy the city in less than a minute if you don't focus on him. Once Overkhast grows to his large form, a "duck and chase" strategy is a good bet. First, get out of his range of vision so he can't hit you with his orb attack. Then, find an object (most likely a car) to chuck back at him. Dart out of cover, throw the object, and then duck back out of sight to search for another object. Try to find a line of backed up cars so you can toss and grab, toss and grab; if you hit Big Overkhast in quick succession, he reels so much that he can't fire his power orbs or trigger his deadly radial blast attack.



MONGUL IN METROPOLIS

Mongul: First Encounter

Use the same strategies here as you did when you first fought Mongul on Warworld. Block his attacks, and then strike fast with a good Uppercut when he goes up for a power attack. When Mongul summons Overkhast, make sure to focus on Overkhast first—if left unattended, he inflicts more damage on the city than Mongul does.



Mongul: Boss Fight

This is the titanic fight in *Chapter 17: Grudge Match*. Two big twists highlight the climactic battle. Being attentive to both will increase your chances of success here, as this battle is quite tough.

The first twist: Mongul will begin to taunt you and summon flaming meteors, which do a *lot* of damage to the city if they are not destroyed. Even more importantly, each meteor destroyed gives you a city health bonus, so do everything you can to destroy them... even if it means leaving Mongul unattended.

The second twist: Mongul's summons a platoon of Plaktune refleclones. Make sure to attend to these clones *immediately*, because they will scatter in all directions if ignored. Mongul will follow you as you hunt them down, so keep getting in licks against the boss as you mop up his many Plaktunes.

Tornado Finale

This objective (in *Chapter 18: Force of Nature*) brings together everything you've learned throughout the game. It's long and it's tough, but can be mastered if you know what to look for. First off, extinguish the flames as soon as they appear; burning fires do a lot of damage to the city, and will sink your chances of success if left unattended for too long. Second, try to rescue all "citizens in distress" when called upon. Each rescued citizen gives you a Metropolis Health bonus, which helps make the rest of the objective more manageable.



KITTEN TIPS

If you decide to spend some time (and it *does* take some time) playing the Kitten Finding Mini-game, you will get a quick game tip every time you find a lost Kitten in Metropolis. Some of these tips are very valuable, and so we've included the best ones here.

- ❏ After you punch an enemy into the air, you can hit them multiple times before they land.
- ❏ You can control the intensity of your superpowers with the right trigger.
- ❏ Quickly toggle through enemies by engaging Target Lock on one and then flicking the right stick.
- ❏ Retaliate immediately after blocking an enemy's attack sequence.
- ❏ Perform a quantum dash evasion by moving while blocking.
- ❏ You are invincible against enemy attacks when you are evading!
- ❏ Evading while Target Lock is engaged lets you circle around the enemy in evasive dashes.
- ❏ Quantum dash attacks are powerful and quickly close the distance to enemies.
- ❏ Use the evade move when facing an unblockable attack.
- ❏ Rescuing a Kitten restores some Metropolis health.
- ❏ You can swing lamp posts like bats. You can also throw them like javelins.
- ❏ When Superman is stunned, rapidly press the Takeoff/Land button to quickly replenish his Stamina.
- ❏ When a fire gets out of hand, look for a water tower or two and toss them at the fire.
- ❏ When on the ground, tap your left bumper to quickly reorient your view.
- ❏ Use your left stick to make your punches hit multiple enemies in close proximity.
- ❏ Experiment with different buttons for additional attacks after you perform the Up In the Sky move.
- ❏ Fire trucks can be placed in strategic locations to help with putting out fires.
- ❏ Combo strings replenish stamina; use them when stamina is low. The longer a combo string, the more stamina is replenished.
- ❏ Stamina can still regenerate when flying at Superspeed.
- ❏ Finish off any of your melee combos with either a normal or burst superpower attack.
- ❏ Refer to the Moves List to see all the combos you've unlocked.
- ❏ Surrounded by Scoldfires? Use your Superbreath to break up their formation.
- ❏ Gas tankers are highly explosive. You can use them to your advantage against tough foes, but be careful!
- ❏ Additional punch strings can be added to melee combos ending in a superpower attack.
- ❏ You can lock onto a target once it has been launched into the air for follow up attacks.
- ❏ Enemies cannot block an Earthquake attack combo.
- ❏ Boost Metropolis health as high as possible before tackling boss enemies.
- ❏ Stay away from Metallo until his kryptonite heart starts to recharge.
- ❏ Metallo's kryptonite aura temporarily weakens when he summons his minions.
- ❏ If Riot is splitting out of control, try putting him on ice.
- ❏ Freezing enemies makes them easier to grab. Attacks against a frozen enemy are more effective. When fighting multiple enemies, use Freeze Breath to immobilize some quickly to gain the upper hand.
- ❏ Burst Freeze Breath can affect many nearby enemies at once.
- ❏ Use Burst Superbreath to disperse swarms of enemy minions.
- ❏ Be careful when using Burst Superpowers within the close confines of Metropolis streets.
- ❏ Gnarrls will explode if you do not destroy them quickly enough.
- ❏ Bizarro is just as fast as Superman.
- ❏ Use Powerlaunch to quickly gain altitude and assess your surroundings.
- ❏ Project Cadmus is responsible for creating the Gnarrl, Scoldfire, and Terminate clones.

NOTES ON GAME DESIGN

In the course of providing the helpful tips and tactics you'll find in this guide, we also caught a few fascinating glimpses into the process that led to the creation of *Superman Returns*. The following is a quick, three-question Q & A with EA's creative team on the game's design process.

Q: Please tell us about your design approach for *Superman Returns*.

A: *The design process on Superman could best be described as iterative. Multiple different versions of the game design emerged as the game mechanics were built, and we figured out what was fun and what worked well.*

Things that didn't play out as well as we had hoped were discarded. For example, we had originally planned on an X-ray vision mode. We had several cool ideas for how this vision mode could be used (finding hidden villains, tracking down trapped citizens, pinpointing the location of bombs, weak points on enemies, etc.), but none of these proved truly engaging in practice.

The overall gameflow and level set evolved throughout development, as well. In the first rev of the design, the game consisted of eight huge, heavily scripted levels. Through a series of revisions and playthroughs, these eight huge levels became dozens of simpler, more emergent events, that could take place anywhere within the city.

Q: What sorts of special details should players look for as they move through the game environment?

A: *The tiered layout of the city is something we're quite proud of, as at first we weren't sure how it would play out. Having multiple elevations is cool visually, but we worried at one point that the 'transitions' between different elevations could be confusing to the player. In practice, though, these elevation changes make for some very fun flight paths through the city, where the player can gradually swoop lower and lower as they fly from tier to tier toward the coastline. We are quite please with how this turned out.*

Q: Got any good anecdotes about the design process for this game? Did anybody go insane and claim to have superpowers at 3:00 AM?

A: *Jeremy Townsend, the designer responsible for enemy behaviors, strengths, weaknesses, etc., ended up playtesting these aspects of the design through the development of a playing card game. Each enemy had a corresponding card, and we were able to simulate mock combat sessions by playing cards in various orders. This worked quite well.*

WELCOME TO METROPOLIS

MIDTOWN DISTRICT

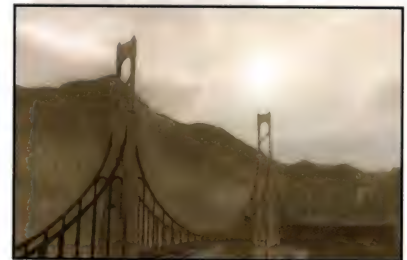
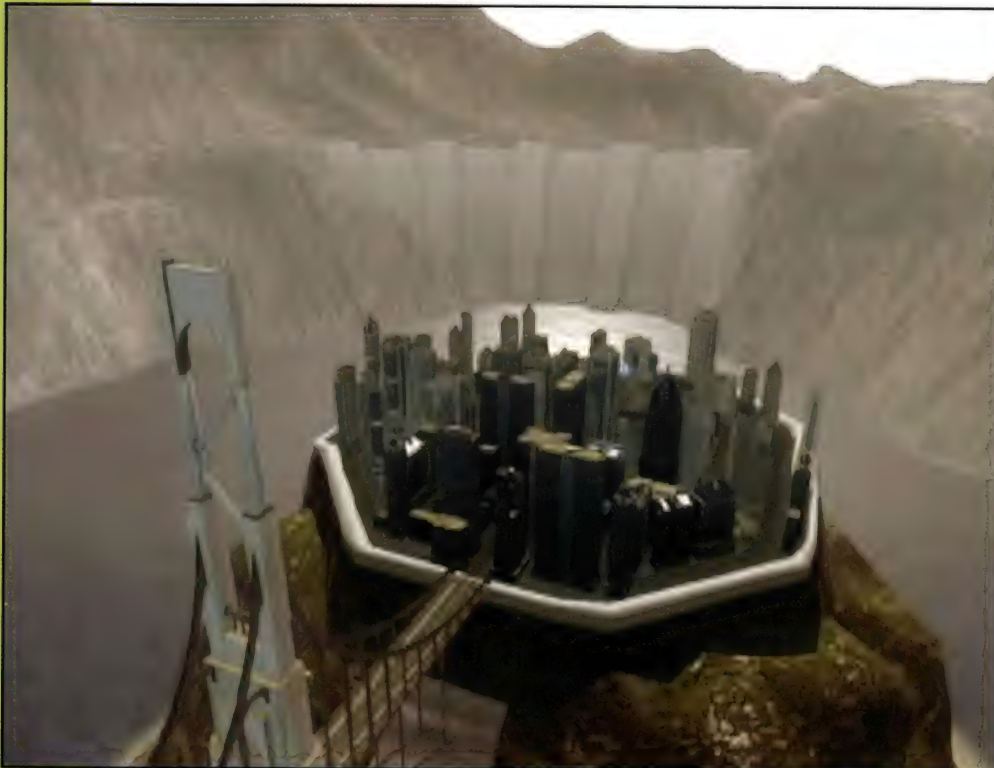
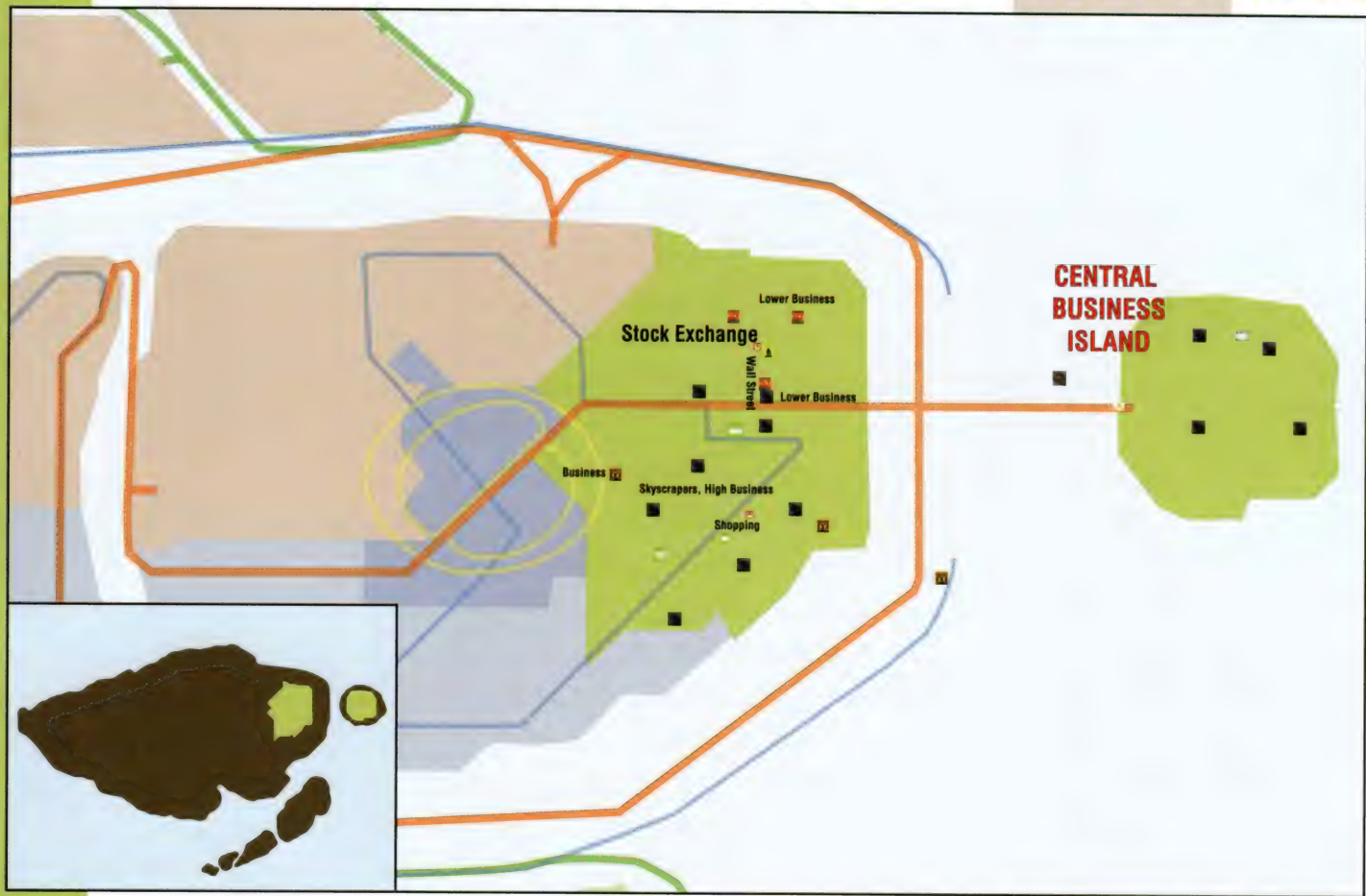


MIDTOWN

They say the show must go on! And if so, Midtown Metropolis is the place. Legendary site of the Theater District and Publisher's Row, Midtown brings culture and commerce together in one glorious, unified district. Perhaps the most recognizable landmark in the entire city is here—none other than the Daily Planet building, home to what is widely regarded as the finest news organization in existence. Its golden rooftop globe is certainly known far and wide. And Midtown also seems to be the place where our most famous denizen is most frequently seen...



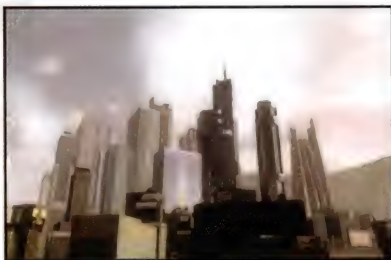
CENTRAL BUSINESS DISTRICT



CENTRAL BUSINESS DISTRICT

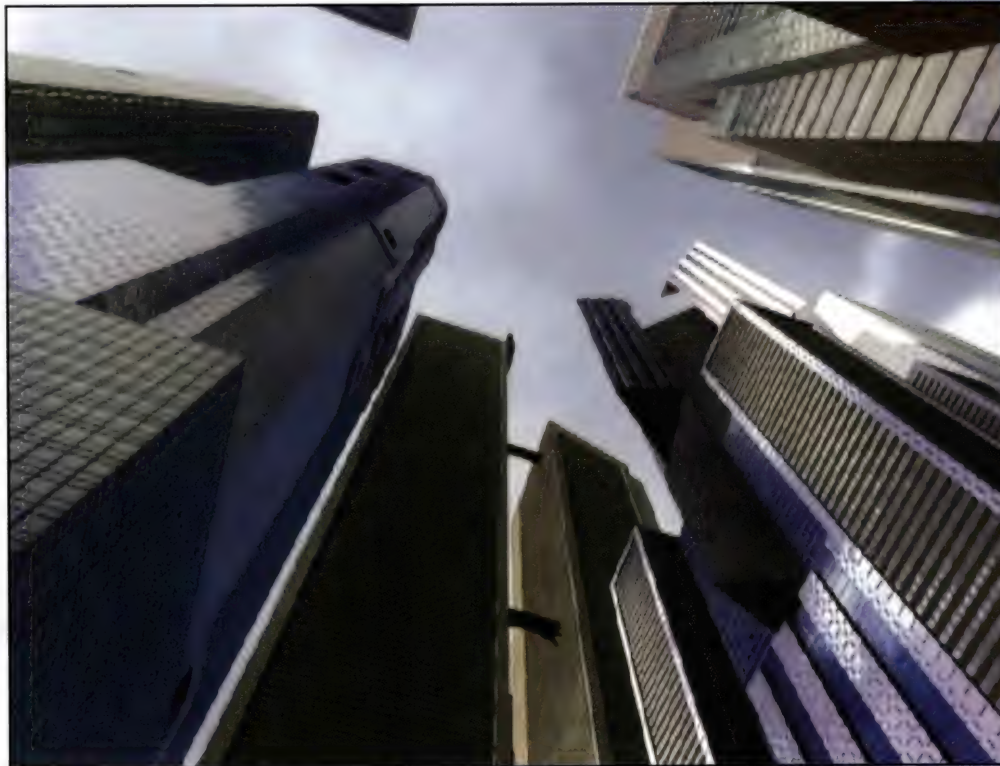
This little piece of real estate is the warp-drive engine that propels the world economy. The Central Business District of Metropolis is where high finance meets high ambition. Start at the doors of the Stock Exchange, where modern civilization takes root. Then stroll across spectacular Memorial Bridge to the Central Business Island. Feel the power pulsing from the glass towers where money finds its meaning. Yes, world markets look to this district for cues. Maybe you should, too. Visit today!

HYPER SECTOR

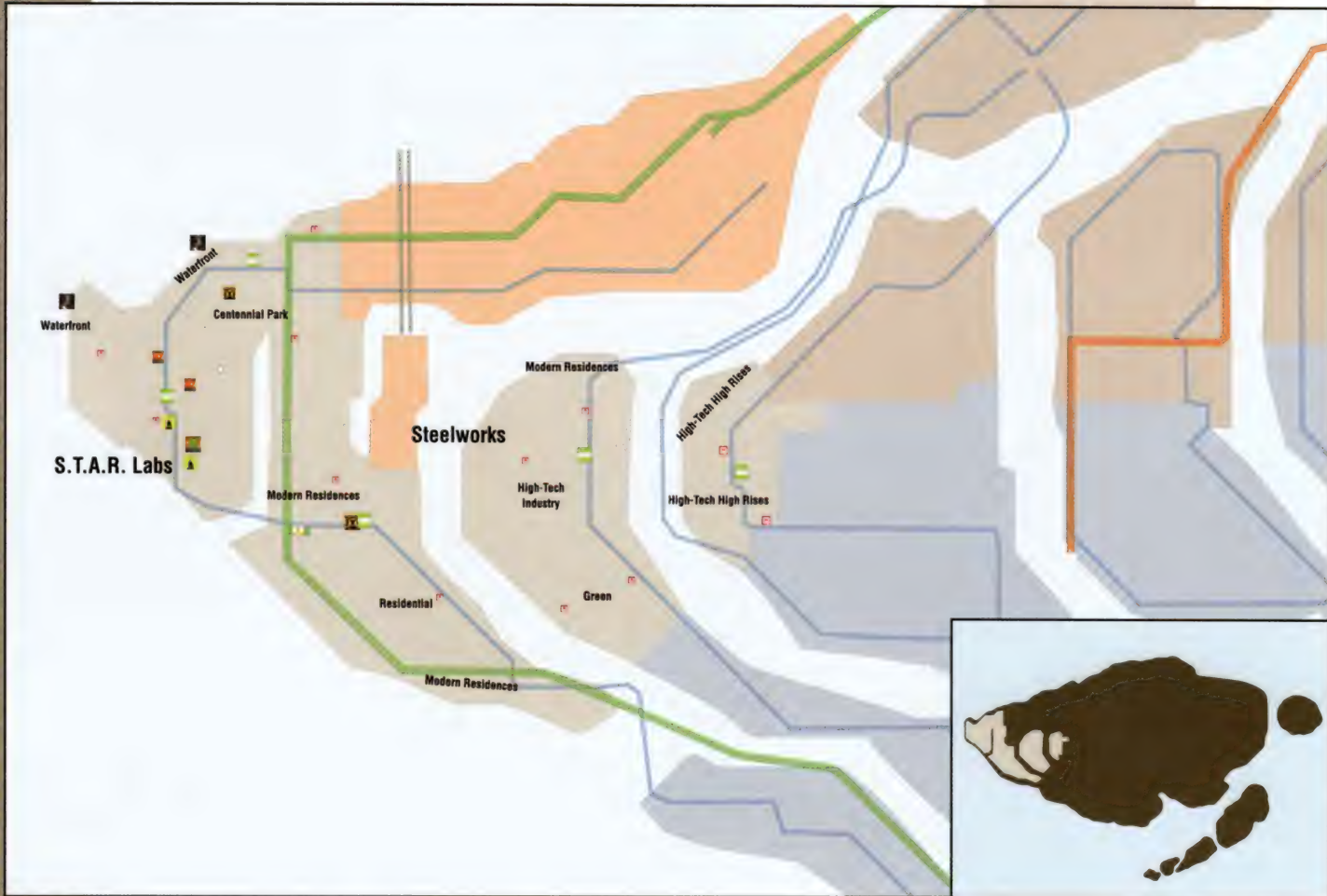


HYPER SECTOR

The sparkling spires of the Hyper Sector form the jeweled crown of the most distinctive skyline ever built. Rising like crystal outcroppings from the city's central plateau, the modern skyscrapers of Metropolis are this city's greatness made manifest. From Central Square to the "G" Building to the towering SCU Complex at Entertainment Square Plaza, the Hyper Sector district symbolizes the lofty hopes and ambitions that attract great people to Metropolis, the greatest city in the world!



RESEARCH PARK



RESEARCH PARK

Many of the finest research and development institutions in the land make their headquarters right here in the lush corporate campuses that line the waterfront of the Research Park district. Metropolis is home to such world-renowned facilities as Project Cadmus and S.T.A.R. Labs. Surrounded by greenbelts and upscale, modern residential neighborhoods, the Research Park offers the modern high-tech professional a perfect place to work and live. Be sure to visit Centennial Park, where the stunning, world-famous statue of Superman attracts visitors year round.



DOWNTOWN DISTRICT

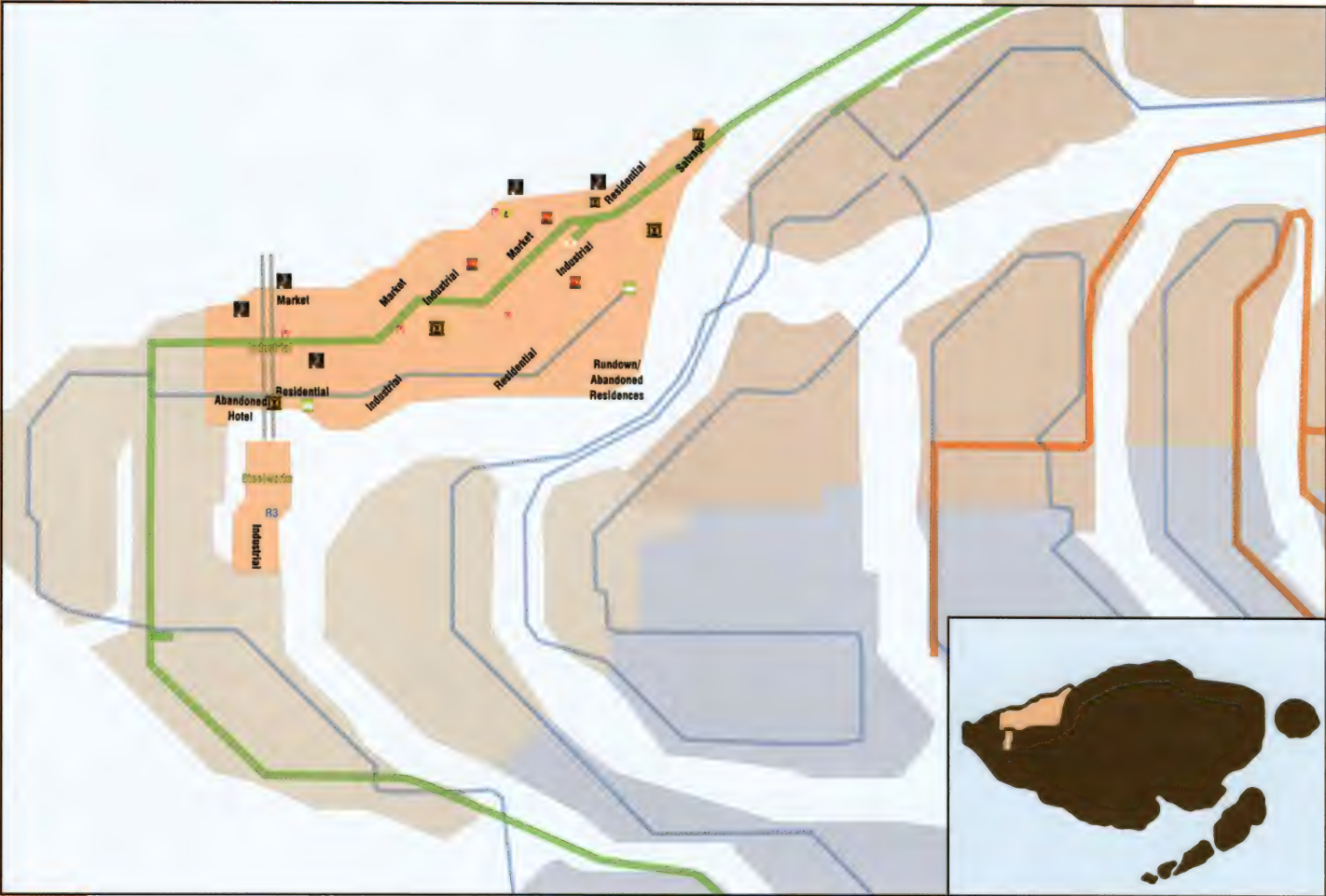


DOWNTOWN

City Hall. The glamorous Metropolis Hotel. Historic Oldtown. The Blue Heron Oyster Bar. Only in the famous Downtown district can you find the kind of night life that even supernova-class stars dream of. Overflowing with blue-note bars, chic cafés, trend-setting nightclubs, luxurious high-rise residences, and some of the finest five-star restaurants in the world, Downtown Metropolis pulses with life lived on the highest plain of existence. Catch a cab and come on up to Downtown!



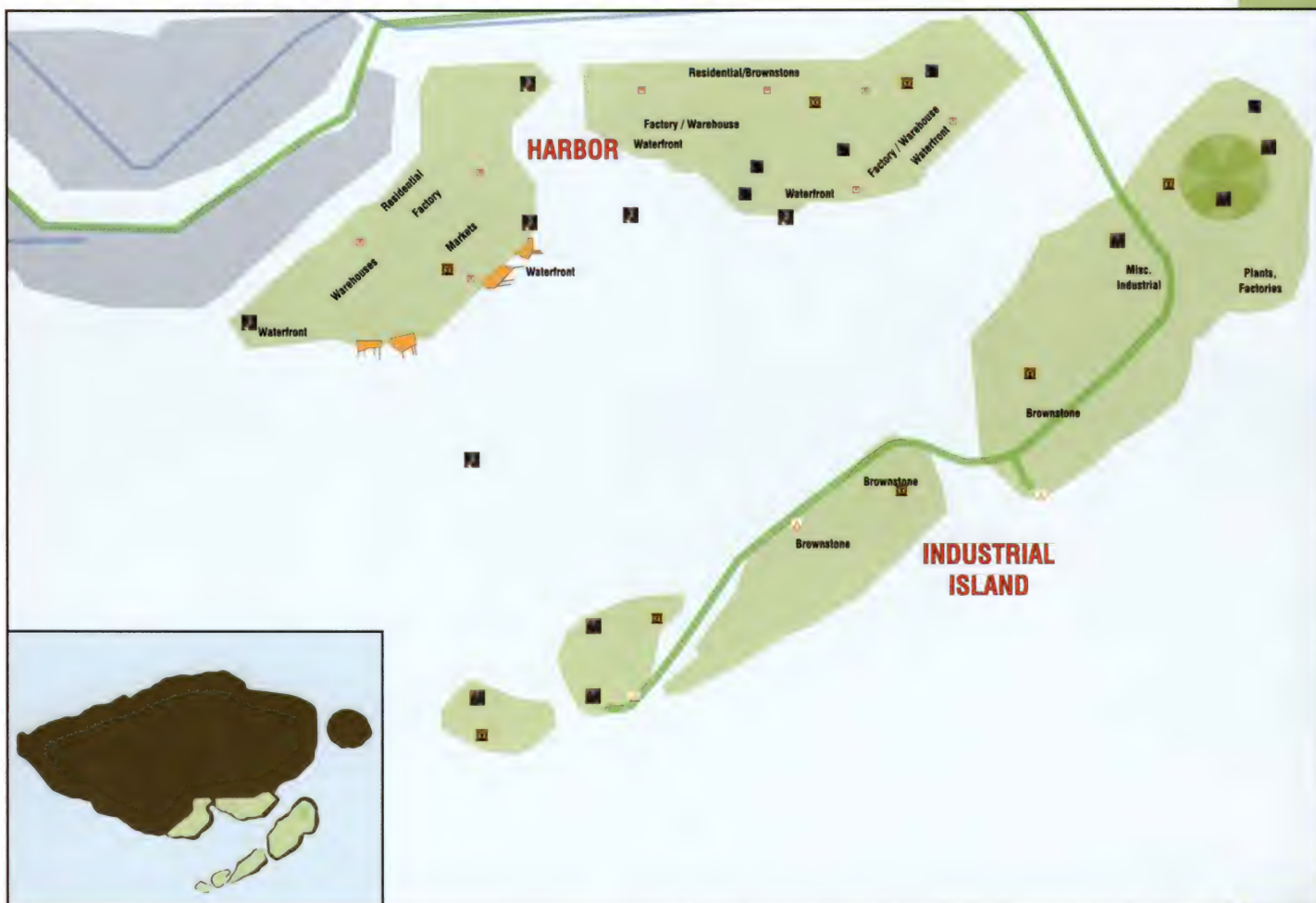
SUICIDE SLUMS



SUICIDE SLUMS

Funky, artsy, bohemian, “different”—all of these terms describe the unique neighborhoods that comprise perhaps the most *authentic* district in Metropolis, the Suicide Slums. Site of the massive Steelworks, this famed “other side of the tracks” ward is home to some of the most colorful folks and establishments in Metropolis. Dotted with tiny family markets, industrial warehouses, and abandoned buildings, the Suicide Slums exudes a distinctly blue-collar character and personality. Give it a visit! A heavy police presence 24/7 keeps things lively, day or night.

INDUSTRIAL DISTRICT



INDUSTRIAL DISTRICT

The heart of the thriving Metropolis economy can be found beating in the Industrial District. Spread along the picturesque south shoreline of Metropolis, then on across the South Bridge to aptly-named Industrial Island, this bustling borough epitomizes the energy that courses through our cityscape. Indeed, this district features the literal power source for all that glitters and glows in Metropolis. Visit the famed Industrial Island Power Plant. Gaze up at its majestic cooling towers, awed by the knowledge that nearby containment chambers are pumping out over 2000 megawatts of power and enough radiated fuel to light up the planet!





THE WALKTHROUGH

OUR STORY BEGINS

A chaotic cluster of meteors tumbles through the heavens toward a tranquil-looking blue planet: yes, that's Earth. Clark Kent spots the approaching storm and immediately changes into his Superman outfit, ready to protect his adopted city, Metropolis.

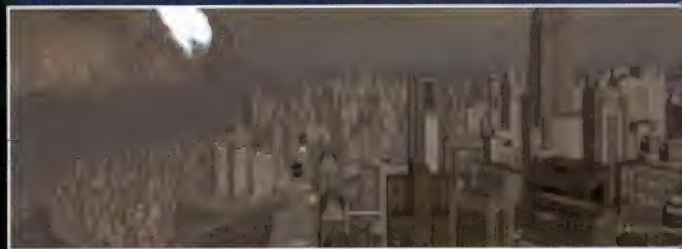




ACT I **SUPERMAN RETURNS**

The game's first Act presents a series of basic tasks for Superman—tasks that involve protecting Metropolis and fighting Warworld foes. These are designed to introduce you to the most fundamental skills you must master in *Superman Returns*.

Here the game (using the voices of Superman's father Jor-El and others) guides you through several tutorial-like tasks, giving you tips and pointing out your objectives. Although these objectives are basic in gameplay terms, beginners may find them quite challenging until they get comfortable with the game controls.



CHAPTER 1: METEOR STORM

ACT

OVERVIEW MAP

ACTION CHECKLIST

1. Destroy the fallen cold meteor.
2. Blow out the small building fire.
3. Destroy the fallen hot meteor.
4. Destroy the meteor waves.
5. Extinguish the large building fire.
6. Smash the mega-meteor.

BONUSES EARNED

New Power Up: "Kryptonian Combination"
New Trophy: "Meteor Mayhem"
New Costume: "Superman Returns"

XP AVAILABLE

OBJECTIVES

Destroy crashed cold meteor
Put out small fire
Destroy crashed hot meteor
Complete cold then hot waves
Complete mixed wave
Extinguish large building fire
Obliterate mega-meteor

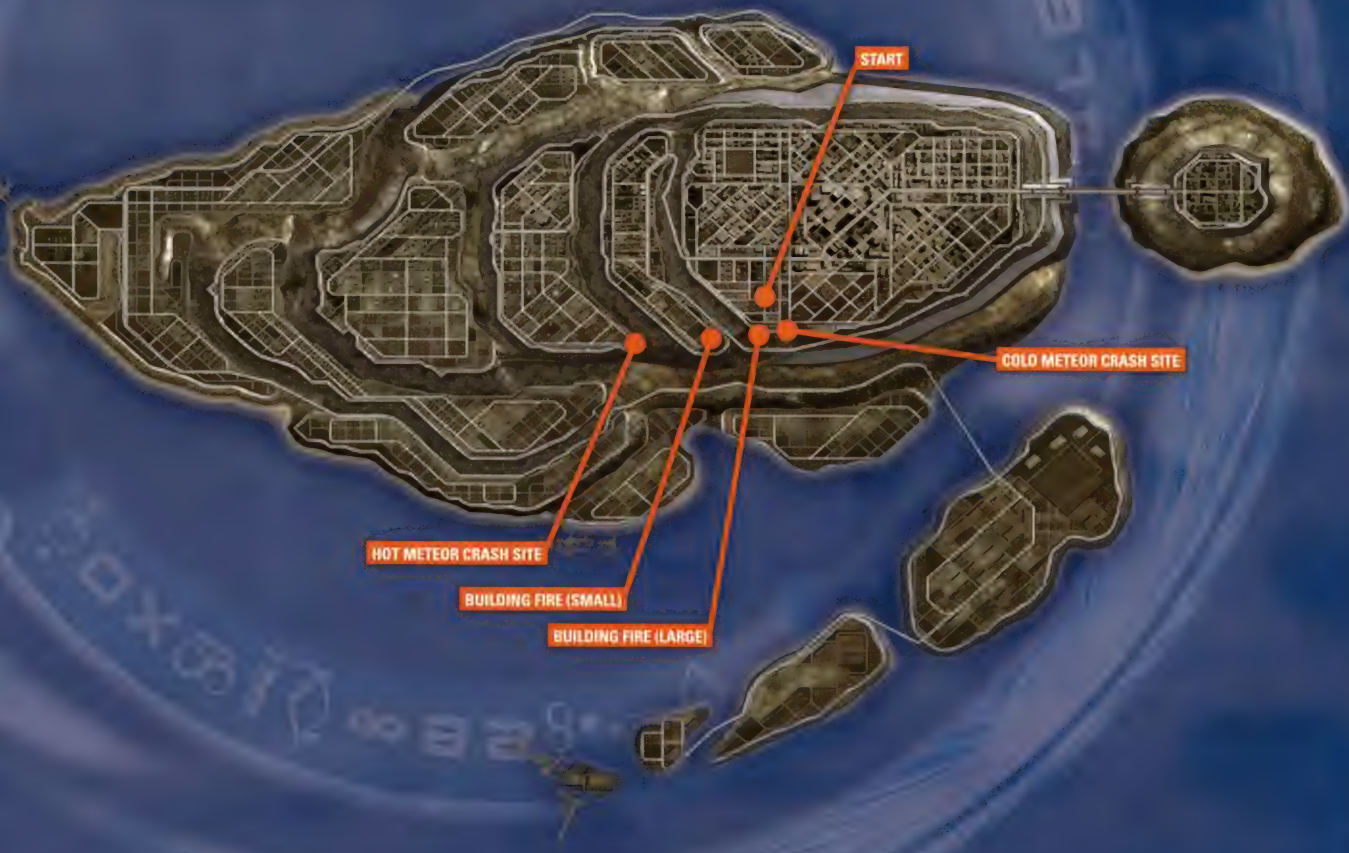
XP EARNED (ALL VERSIONS)

500
500
500
1,000
1,000
2,000
2,000

Difficulty Level: A (Very Easy)

Total XP Needed to End Chapter:

7,500



Take Off!

A swarm of meteors is falling toward Metropolis, a multi-level urban landscape laid out on several plateaus. Note that in the cinematic, some meteors are red and others are blue. The red ones are hot meteors, and the blue ones are cold meteors. We'll explore that distinction further in a moment. First, heed Jor-El's words and try to "defy gravity" (that is, *fly*). Hold down the Takeoff button for a power-launch straight up into the sky, then tap the same button (now called the Land button once you're airborne) to drop to the ground.



► Defy gravity with a quick hop or an exhilarating powerlaunch.

Destroy the Cold Meteor

Power-launch again and fly high above the city. A cinematic shows two blue meteors crashing into the ground near the edge of Metropolis' upper plateau.



► Cold meteors strike the city!

Jor-El explains how your senses will "alert you to those in danger." Then a Superhearing icon appears onscreen—an exclamation point inside an orange circle with a pointer. An onscreen message suggests you navigate toward this icon; do so now by flying in the direction the icon is pointing.



► Follow the Superhearing icon toward that smoke rising behind the tall buildings to find the crashed meteor.

As you follow the icon, look down to see smoke rising on the edge of the city's upper plateau. Approach it to find a cold blue meteor embedded in the ground between high-rises. Fly down toward it; you hear another message from Jor-El about "locking your concentration on a target" to aid your accuracy. This is a very important ability, one you must master to have success in this game.

When the cold meteor is visible onscreen, hold in the Target Lock trigger; a bright highlight appears around the meteor's edges, indicating that you've "locked on" to this particular target. The current locked-in target will always display this highlighted aura.



► Use Target Lock to lock on to the cold meteor. Note the orange highlight around the target.

Lock to Face

Note that when Target Lock is engaged, Superman automatically turns to face the target and the camera aligns itself directly behind him. This auto-alignment will be very helpful in the battles to come.

Now the game prompts you to switch to Heat Vision. This is perhaps your most basic superpower. Press the direction pad as indicated onscreen to activate your Heat Vision ability.

You see its targeting reticle, a small red oval, appear onscreen. If you're still pressing the Target Lock trigger, the Heat Vision targeting reticle will automatically center on the target meteor. Then pull the Superpower trigger to fire a blistering heat ray at the targeted meteor. When the space rock explodes, you gain 500 XP. Good start!



▶ Activate your Heat Vision ability, center the targeting reticle on the cold meteor (automatic with Target Lock on), and then blast the blue rock to smithereens to earn your first 500 XP.

Blow Out the Building Fire

But now a cinematic shows two more meteors, red and aflame, fall from the sky onto Metropolis. One meteor hits the ground, and another strikes a building, setting it afire.



▶ Spot the high-rise fire on the next plateau down, then fly directly toward it.



▶ Now hot meteors are hitting the city, starting fires and raising havoc.

Turn left (in the direction the new Superhearing icon points) to see the burning building on the lower plateau in the distance, just beyond the raised freeway bridge. Fly directly toward the structure. As you approach, Jor-El tells you that "the force of your breath can extinguish mighty fires."

Activate Superbreath by pressing the directional pad as indicated onscreen. You cannot use Target Lock on the building fire, so manually adjust your facing to move the targeting reticle over the fire. Then press the Superpower trigger to blow out the fire. You earn a cool 500 XP for this good deed, for a total of 1000. Note that the overall accumulated XP total is displayed onscreen whenever you complete a task that earns XP.

Breathing Accuracy.....

You can use Target Lock on meteors and enemies, but not on "events" such as fire. However, your Superbreath superpower affects a wider swath than Heat Vision, so just getting the targeting reticle anywhere near the building fire allows you to blow it out.



▶ Activate Superbreath and blow out the high-rise fire.



Destroy the Hot Meteor

Now another Superhearing icon appears onscreen, indicating the threat posed by the second fiery meteor. Zoom up above the high-rise rooftops, and then follow the target icon toward the smoke rising in the distance amongst the buildings on the next plateau down.

As you travel to the next event, Jor-El says, "Train your memory, my son. Use it as a map to guide you." You can switch to your overhead Map View here, for practice. It indicates your position in Metropolis, and also marks the exact locations of any target icons.



Use your "memory" map to check locations from an overhead perspective.



Continue on to the smoking meteor and engage your Target Lock ability. You learn that cold can be as effective as heat—especially when used against "hot" targets. Activate your Freeze Breath ability as shown onscreen, then use it on the locked-in target, the hot meteor. When it explodes, you've gained another 500 XP for an accumulated total of 1500 XP.



Fly to the hot meteor and destroy it with your Freeze Breath superpower.

The moment the hot meteor is destroyed, turn to face away from its crater, then fly upward. Your next threat is falling from the sky.

watch your step

As Superman, you bring great power to bear on enemies and other dangers to Metropolis. But this power also makes you dangerous to city health if uncontrolled. Be careful! Avoid slamming into buildings and other city objects, and keep your superpower attacks well-focused on their intended targets.

Destroy the Meteor Waves: Part 1

Now comes your first real test. You get a message that a meteor storm is heading straight for the heart of the city. In fact, one meteor is falling into upper Metropolis right now. You can try to chase the target icon, but chances are slim that you'll reach the first meteor before it strikes. A better move is to fly vertically into the sky to get a jump on the first full wave of meteors.

city damage

When the first meteor strikes Metropolis, note that the city icon in the upper-left corner shakes, and its blue health bar turns red and drops. Each hit inflicts city damage points; the damage total (the negative red number) of each hit appears next to the city icon.



Soon Jor-El tells you that you can fly at unbelievable speeds. This frees up the use of your exhilarating Superspeed button. Hold it in to rocket upward at 600 mph! Switch quickly to your Heat Vision ability and lock onto the first meteor target. The first batch will consist of cold meteors, so just leave Heat Vision activated and start pulling the trigger to blast blue rocks. You can actually miss a few and Metropolis will still survive—but hey, what kind of Superman would let *that* happen?



Here comes the first wave! The first rocks are cold meteors, so switch to Heat Vision, then use Superspeed in conjunction with Target Lock to reach and nail the blue rocks quickly.



After the initial cold meteors, you face a string of hot rocks, so switch to Freeze Breath to blast those.

Prioritize Targets

When you get in the midst of the swarm, it's easy to lose track of targeting priorities. Nail the closest ones first, of course. Then swivel around and scan below to check for missed meteors. Keep an eye on the pointers of the Superhearing icons, too; if any icons point downward, you've let a meteor slip past you.

After you eviscerate the cold meteors, the wave switches to the hot red variety. Switch to Freeze Breath and continue locking in, engaging Superspeed, then blasting meteors. If the Metropolis health bar isn't completely depleted after this hot swarm, you earn 1000 XP for completing the first wave.

Destroy the Meteor Waves: Part 2

Now things get trickier. A second cluster of meteors tumbles toward Metropolis, but this one is a mixed wave of cold and hot rocks. So now you must switch back and forth from Freeze Breath to Heat Vision, matching your attack to each target. If there's anything left of the Metropolis health bar after this mixed-wave assault, you earn another 1000 XP. Now your total is up to 3,500.

Extinguish the Towering Inferno

Your Superhearing next leads you back down into the city where a raging inferno burns out of control in high-rise building. Use Superspeed to rocket down to the site and use Superbreath to blow out the fire. This earns you 2000 XP, putting you just 2000 away from the 7500 total you need to successfully complete the chapter. Now immediately fly with Superspeed straight up into the sky again, where one final threat awaits you.

**Obliterate the Mega-Meteor**

Here's the chapter closer. Target Lock on the mega-meteor and fly directly into it at Superspeed. When you get close, you trigger a cinematic and watch Superman obliterate the big boulder.

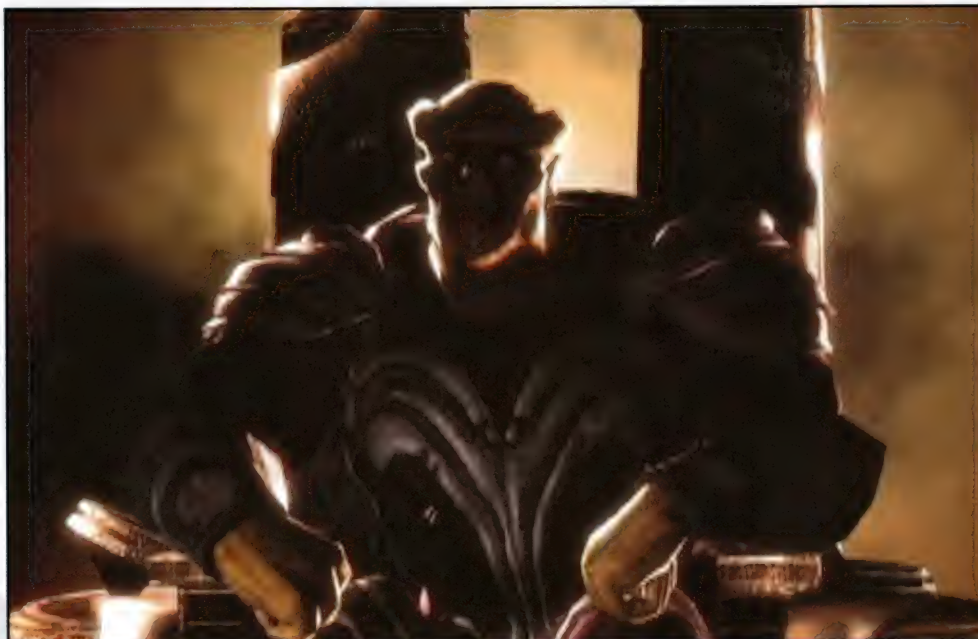


▶ Fly upward at Superspeed to ram the mighty mega-meteor that threatens to wipe out Metropolis.

This triggers the display of rewards you've earned, followed by a cinematic sequence that serves as a story bridge into the next chapter. Newspaper clippings report Lex Luthor's capture, incarceration, and then release on appeal. We also hear Lois Lane editorialize on Superman's mysterious five-year disappearance.



We learn that Superman (or Kal-El, his birth name) embarked on a journey to learn the fate of his home planet, Krypton, where astronomers claimed to have found signs of life. But the trip ended in disappointment. On his return to Earth, Superman is diverted to Warworld, the artificial planet ruled by the tyrannical strongman, Mongul.



DESIGNING ACT I OF SUPERMAN RETURNS

DESIGNER HAYES

Gregory Faccone designed the opening Meteor Storm and Warworld sequences of the game. His task, as he explains below, was to craft an experience that introduced players to basic gameplay elements, showcased the stunning city of Metropolis, and featured the amazing physics of Superman in action:

"When it came to teaching the player how to play the game, I was given the mission to do it with the following caveats. First, within a few minutes, start the player off with a real bang: A visual treat that shows off the power of the new hardware and the power of Superman. Second, make sure players know (and have proven they know) how to use all of Superman's copious superpowers. Do all this before the player leaves 'First Hour.' (This term was used to comprise the first levels of the game before the return to Metropolis.)

Finally, do all this in a non-tutorial fashion. There was to be no overt training area. Rather, the player needed to learn how to play Superman in-game with real game-world events. Since real game events have real game consequences, all the initial encounters had to be carefully designed to take into consideration what the player could do and likely knew how to do. From taking that first leap into the air to defeating Mongul in Warworld, the player had to be quickly brought to proficiency and enjoy the trip."

CHAPTER 2: WARWORLD

OVERVIEW MAP

ACTION CHECKLIST

1. Defeat Platlune.
2. Defeat Overkhist.
3. Defeat Mongul.

BONUSES EARNED

New Power Up After Defeating Overkhist: "Up In the Sky: It's a Plane"

New Power Up After Completing Chapter: "Burst Superpowers"

XP AVAILABLE

OBJECTIVES

Defeat Platlune
Defeat Overkhist
Defeat Mongul

XP EARNED (ALL VERSIONS)

3,000
3,500
5,000

Difficulty Level: A (Very Easy)

Total XP Needed to End Chapter: 19,000

ACT



PLATLUNE

Health	8000
Rating/Cost	N/A

Attacks	Grenades, Rockets, Rifle backhand blow, Rifle forehand smash
Immunities	None

Max Speed (mph)	20 (Ground), 50 (Air)
-----------------	-----------------------

PERCENT CHANCE TO BLOCK YOUR ATTACKS

Melee/Superpower	25/65
------------------	-------

NOTES

These stats refer to Platlune's final form in the Warworld arena combat.



PLATLUNE'S REFLECLONES

Health	400
Rating/Cost	N/A

Attacks	Grenades, Rockets, Rifle backhand blow, Rifle forehand smash
Immunities	None

Max Speed (mph)	20 (Ground), 50 (Air)
-----------------	-----------------------

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	20/20
------------------	-------

NOTES

These stats refer to Platlune's final form in the Warworld arena combat.



OVERKHIST (SMALL)

Health	7750
Rating/Cost	N/A

Attacks	Energy Clap, Over-the-top hook, Fires seeker orbs
Immunities	None

Max Speed (mph)	7
-----------------	---

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	0/75
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OVERKHIST (LARGE)

Health	5000
Rating/Cost	N/A

Attacks	Fires seeker orbs, Radial blast
Immunities	Immune to all attacks but thrown objects

Max Speed (mph)	Immobile
-----------------	----------

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	N/A
------------------	-----



MONGUL

Health	9000
Rating/Cost	N/A

Attacks	One-Two Punch (combo), Lunge, Dash attack, Ground pound, Summons explosive Power Orbs
Immunities	Immune to all superpowers

Max Speed (mph)	10
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PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	100/100 (only combos inflict damage)
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MONGUL'S POWER ORBS

Health	100
Rating/Cost	N/A

Attacks	Explosion
Immunities	None

Max Speed (mph)	60
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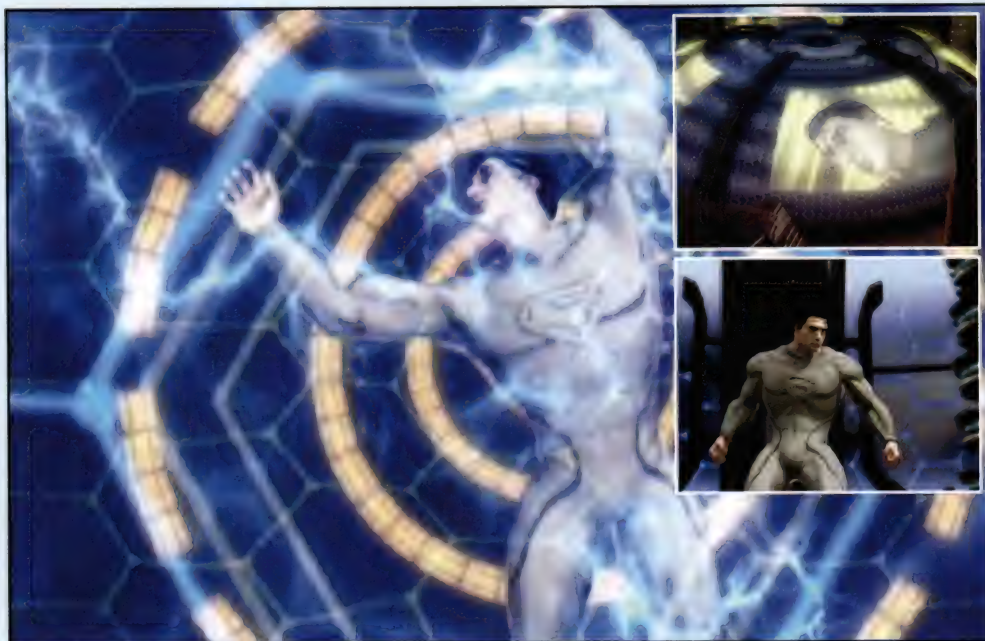
PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	0/0
------------------	-----

Mongul wants Superman to fight in his domed gladiator pit against the galaxy's greatest warriors. Superman initially refuses to play "Mongul's game," but it appears that escape from the pit is not an option. That's okay, though. Warworld is a good place to learn and practice some of the fighting skills you'll need to protect Metropolis later.



First up: "Plahtuuuuuue!"



Warworld's gladiatorial arena is large and features towering columns, mounds of dirt and debris (spewed from chutes up on the ceiling), and plenty of large objects to toss. Your first foe appears: Plahtune, a frog-voiced warrior with the uncanny ability to spawn multiple copies of himself.

Working the Crowd

Defeating Plahtune—that is, knocking his HP bar down to zero—takes some time, but Superman is invincible, so Plahtune cannot physically defeat you. So how can you possibly lose in Warworld, then? By boring the crowd!

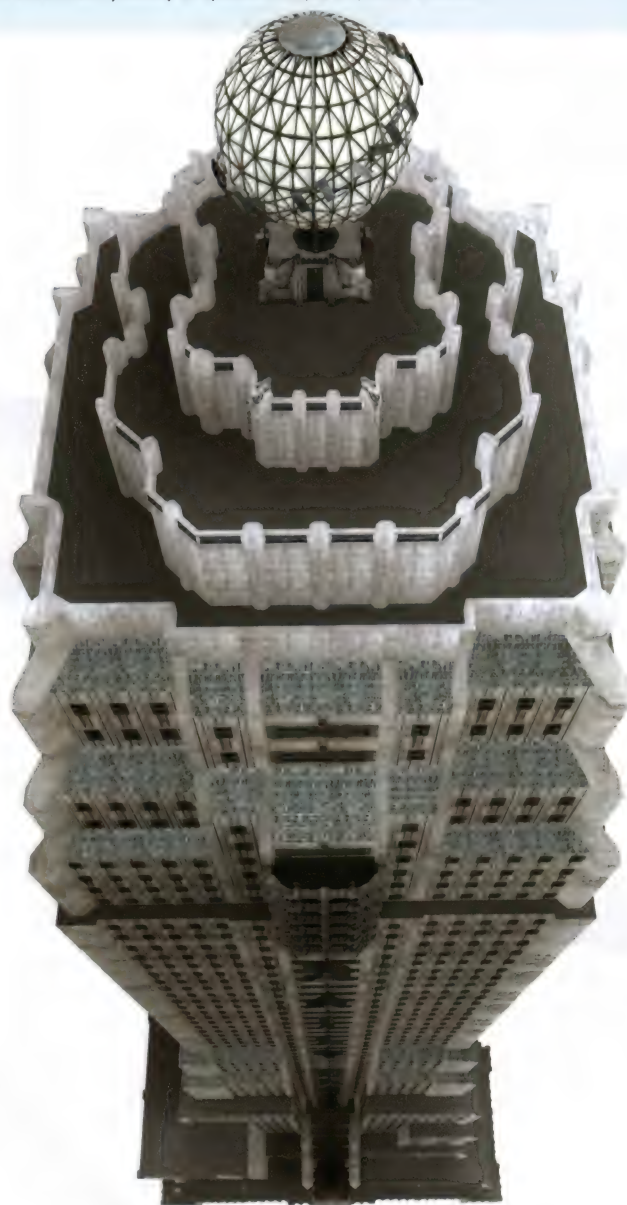
Note the "Favored Gladiator" slider bar along the top of the screen (where the Metropolis health bar was located in the previous chapter). When you start your battle against Plahtune, the slider (the sparkling spot) is dead center on the bar—half the bar is Superman blue, and half is Plahtune purple.



But as the fight progresses, the slider moves left or right, expanding the color bar of the fighter that the crowd favors, while simultaneously reducing the color bar of the less-favored gladiator. If the sparkling spot moves all the way left, reducing Superman's color bar to zero, you lose the fight.

To gain crowd favor, you must simply land more blows than your gladiator foe does. Each time you land a hit on your opponent, the crowd gauge moves in your favor; each hit your opponent lands on you moves the slider in his favor.

Also note that a timer automatically moves the slider in your foe's favor if no blows are landing. In other words, if you try to stall or avoid combat, the crowd will eventually favor your opponent.



Defeat Plahtune!

Your initial foe is Plahtune, a guy with a big gun, a really froggy voice, and the ability to multiply into a platoon of Plahtunes, called "refleclones." He comes at you in three forms during this fight.

PLAHTUNE

DESIGNER NOTES

Here's the official biography of the villain known as Plahtune, direct from the original game designer notes for *Superman Returns*:

There are many armies in space. One particularly warlike race has combed the galaxy for powerful and unique beings to recruit into their forces. One such individual is Plahtune. Born with a special ability, he was quickly conscripted into this army and given special weapons and training to match his unique power.

Plahtune has the special ability to temporarily multiply himself into a number of less powerful forms called "refleclones." While each refleclone is less powerful than the original, there is definitely strength in numbers. Attacks can be launched from any angle on unsuspecting targets when they are surrounded by an instant fire team.

Now forced to fight in the Warworld arena, Plahtune is one of Mongul's champions. With his awesome ability to split, and armor that allows him to fly, opponents do not know which way to turn. Additionally, Plahtune's rifle can fire grenades that can knock even Superman for a loop.

ROUND ONE

The first iteration of Plahtune is pretty easy to beat, as you might expect at this early point in the game. He stays on the ground, giving you an easy target; his attacks are slow; and he uses his gun primarily as a melee weapon, swinging it backhand and forehand like a club. However, he will fire glowing purple grenades at you if you keep your distance, so stay close and brawl.

This is a good time to experiment with the most basic ground-based attacks: Punch, Orbital Punch, the trusty One-Two Combo, and the Uppercut. It's also fun to grab and toss Plahtune across the arena, using the Krypton Catapult move.



► Practice your basic melee attacks on Plahtune in the first round.

Hold in the Target Lock trigger during the entire fight to keep Superman facing Plahtune with the targeting reticle centered on him. This way, you can mix Superpower blasts into your attack strings, always sure that they'll hit the target. But note that he has a 65 percent chance of blocking your Superpower attacks and only a 25 percent chance of blocking your melee attacks, so your best bet is to wade in close and punch it out with him. If you happen to knock or toss Plahtune a good distance away from you, use Superspeed to quickly close the gap so you can continue beating on him with melee attacks before he can recover and launch grenades at you.

ROUND TWO

When Plahtune falls in apparent defeat, Superman says, "I'm not even breaking a sweat!" But suddenly the crafty foe multiplies into a platoon of Plahtunes, attacking you from all directions. None of these eight "refleclones" is very tough, however; note that each has only 400 points of health. Just drop into the arena's center, hit your Target Lock, and start ramming foes using Superspeed. One or two good full-speed collisions or punches will knock out each of the Plahtune refleclones.

BOT ON BOT VIOLENCE.....

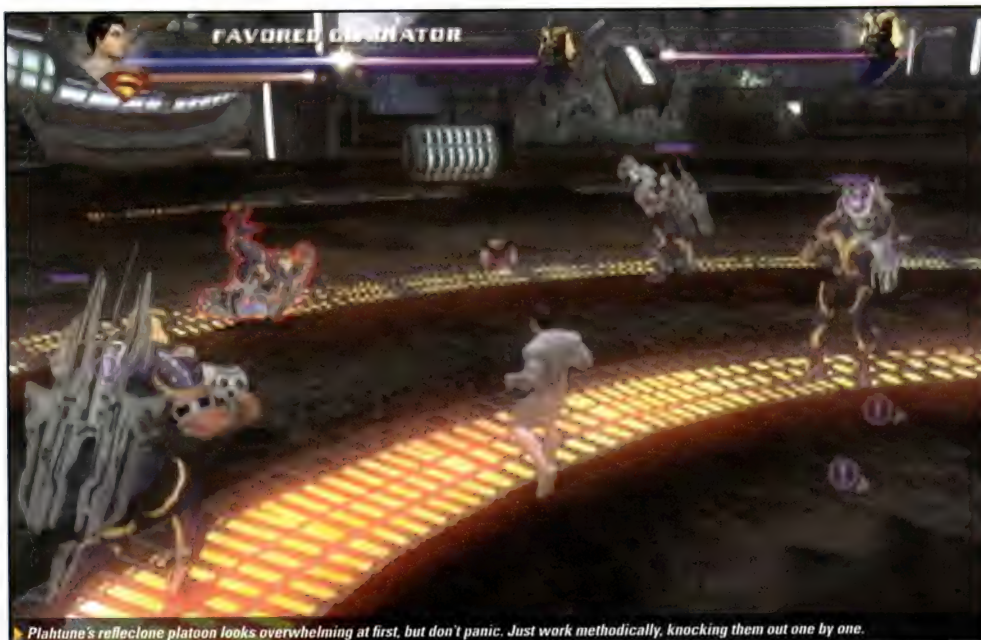
Another great technique when facing multiple enemies like Plahtune's refleclones is to use your Pickup/Throw button to grab and hold a nearby foe, press the Target Lock trigger to target a second foe, then press Pickup/Throw again to toss the first foe into the second. Fun!

BRING THE HEAT

DESIGNER NOTES

"Once Plahtune multiplies into his clones, he'll surround you and attack from all sides if you're not careful. To defend against this, back off from the center of the arena and use locked-on Heat Vision, quickly alternating from clone to clone. This way, you can attack from a distance, and avoid their grenades."

—Matt Greig, Line Producer



Plahtune's refleclone platoon looks overwhelming at first, but don't panic. Just work methodically, knocking them out one by one.

Lock and speed.....

Whenever you spot the glow of enemy icons in the distance, face them and press your Target Lock trigger. Once you've locked onto a distant target (the target is highlighted when locked), hold in the Superspeed button to rocket directly toward the target.

A good attack technique is to fire blasts of the currently active Superpower (Heat Vision or Freeze Breath are best) as you approach a target at Superspeed, then ram right into the target as you pop the Action button to trigger the Jor-El's Fist special move.



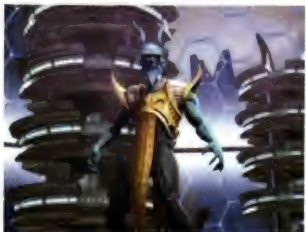
► When Plahtune goes airborne, follow suit. Track him and lock on for aerial attacks.

As his numbers dwindle, Plahtune adds in a new wrinkle to the fight when he croaks, "Begin aerial assault!" and several refleclones rise into the air. The flying Plahtune clones are harder to track; you must get airborne yourself to engage them in melee attacks. But just follow this basic procedure: when you spot an enemy (usually by its glowing icon) up in the air, face it and hold the Target Lock trigger to lock on. Then hold the Superspeed button to ram the target, adding a quick Heat Vision burst or two en route.



ROUND THREE

When the last clone falls, Plahtune appears in the center of the arena for the final round. This time he's playing for keeps, and he fights more aggressively. Try to keep him off-balance with constant attacks, and watch out for his launcher this time; he fires both grenades and rockets now. Grab and pound him into the ground with Foe Hammer, and keep him off his feet with bruising Uppercut punches.



► Plahtune gets tougher in Round Three of your death match. But when he finally falls, you gain another 3,000 XP... and a new foe.

"Larger Than Life": Defeat Overklast!

The next gladiator you face is undefeated in eight galaxies, according to Mongul. His name is Overklast, and he's a champion for good reason. Sure, he trades punches with the best of them, and his "Power Clap" unleashes a purple energy burst that can knock Superman clear across the arena. But his trademark power is the ability to transform into a giant.

OVERKLAST

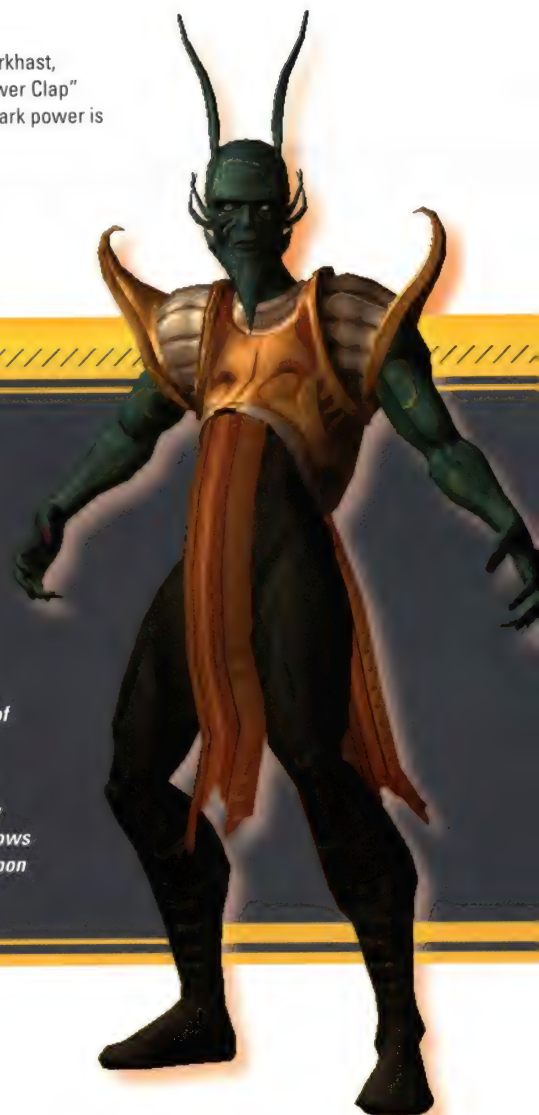
DESIGNER NOTE

Here's the official biography of the villain known as Overklast, direct from the original game designer notes for *Superman Returns*:

One of the strangest and most powerful gladiators Mongul has fighting in Warworld is Overklast. He comes from a distant planet that few have even heard of, and none aside from his kind has ever seen in a generation. This unfamiliarity helps Overklast strike awe into all who see him use his powers.

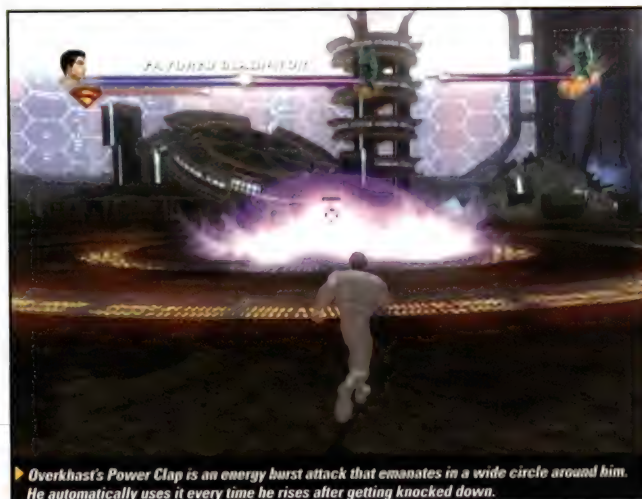
Overklast is a cocky and fearsome being. He knows he wields tremendous power and that few have the necessary strength to defeat his gigantic shadow form. None has beaten it yet. His powers are akin to magic, thus they aim squarely at one of Superman's greatest weaknesses. Any who get close to him can be repulsed back with a mighty dome of force.

Unlike Plahtune, Overklast willingly fights in Mongul's arena. He relishes his undefeated champion status. Both his normal-sized and gigantic shadow form can throw orbs of energy that home in on their target. Normal sized orbs are fast and numerous. The shadow form throws slow-moving orbs that relentlessly home in on their target. They carry tremendous power upon impact.



ROUND ONE

In his first form, Overklast is normal-sized. Get in close fast, because he flings explosive energy orbs at you when at a distance. If you check his stats, you'll note that he has a zero percent chance to block melee attacks, but a 75 percent chance to block superpower attacks. So lay into him with your basic punches and combos, especially the Uppercut, which sends him flying high into the air. But be aware: Every time Overklast gets knocked down, he launches his Power Clap immediately upon standing up again, without fail.



► Overklast's Power Clap is an energy burst attack that emanates in a wide circle around him. He automatically uses it every time he rises after getting knocked down.



Artful Dodger

Overklast is quite adept at dodging your superpower attacks, so stick to melee punches and combos against him.

So whenever you knock Overklast to the ground with a good blow, turn and sprint away from him toward the edge of the arena, or just fly upward toward the ceiling. Wait until he unleashes the Power Clap and it expands its energy. Then use Target Lock to lock onto Overklast and rush to hit him with a Superspeed-based attack like Jor-El's Fist or, if you're airborne, Down to Earth. Knock him upward and then hurry away again, repeating the cycle until Overklast's health bar drops about 25 percent. This triggers a transformation.

ROUND TWO

Overkhaust suddenly grows to gigantic proportions. Your regular attacks (melee or Superpower) will not damage this "shadow form" at all, but the voice of your father Jor-El gives you the advice you need: "When direct attacks fail, let the environment serve as your weapon, Kal-El." You also see a brief cutscene that illustrates this point, as Superman hefts a huge block of stone and hurls it at Big Overkhaust.



Pick up large objects and fling them at the big white goon in the arena. This is the only way to inflict damage on him. Try grabbing everything around you; you'll be amazed at what you can pick up. If ground objects get scarce you can even fly up and seize the top circular sections of the towers in the arena, then fling those down at Overkhaust.



OVERKHAUST BATTLES

DESIGNER NOTES

"The most important thing to remember when fighting Overkhaust in his large form is to stay on the periphery. If you get hit by his Radial Blast dome attack, you'll be knocked down, and the crowd will turn on you.

"The optimal strategy is to stay on the outer ring of the arena, picking up and lobbing chunks of the towers while staying outside the range of Overkhaust's radial attack. Repeating this tactic will make quick work of Big Overkhaust every time you see him. (Obvious hint: You'll see him again later in the game.)"

—Matt Greig, Line Producer, EA

But be careful: Big Overkhaust keeps emanating deadly Radial Blasts, which can knock you flying. Getting knocked down and then struggling back to your feet wastes precious time and gives Overkhaust a boost in popularity with the crowd. If you see the pinkish glow of a Radial Blast building up, duck behind a platform or one of the debris mounds and wait until it passes. Then rush out and toss another chunk of stone or structure at the enemy gladiator.

explosive Toss

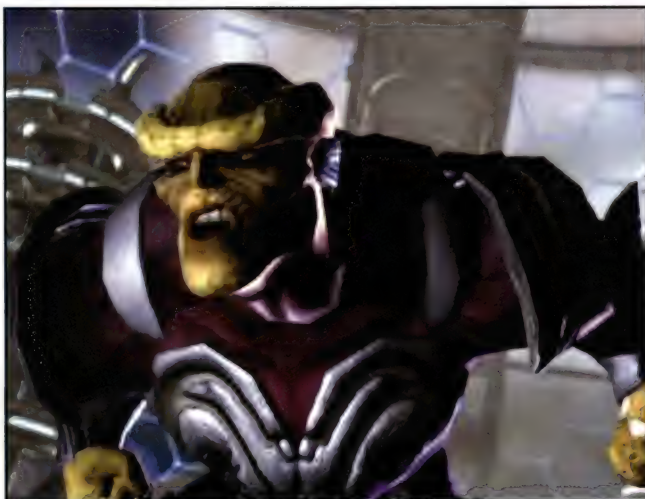
Grab and throw these glowing generator crates at Big Overkhash; they explode on impact, dealing him a lot of damage.



ROUNDS THREE, FOUR, AND FIVE

After you hit Big Overkhash with enough tossed objects, he shrinks back down to normal size for another round of fighting. Return to your previous tactics of rushing in to knock Overkhash off his feet with a good Uppercut or Jor-El's Fist move, then rushing away as he rises and detonates his Power

Clap. Soon he expands in size to his giant shadow form again; repeat the process of tossing objects at Big Overkhash until he shrinks again. Then defeat the normal-sized Overkhash one last time. When his health bar finally drops to zero, the great gladiator is defeated.



► Defeating Overkhash finally riles Mongul so much that he decides to take this Superman matter into his own hands.

ON BUILDING A WARWORLD

DESIGNER NOTES

"I designed Warworld to be the second area of the game, and a place where the player could hone Superman's combat skills now that they had mastered the basics of flying and superpowers. I wanted it to be an area free from Metropolis Health concerns; a place where the player could let Superman rip with his most powerful attacks without fear of consequence."

"The gladiatorial combat dome on Warworld was just the place. However the original structures we had within used a Metropolis style destruction routine that seemed not interesting enough for this intense environment. What we needed were structures that were more interactive and more fun in their destruction."

"Since we did not have to maintain the whole city of Metropolis and its 80 square miles while on Warworld, I thought we could use that extra processing power to make something special. I proposed making multiple free-standing structures held together only by gravity and their arrangement. I called them 'Space Domiciles.'"

"As soon as we got the first ones in, I knew they would be a hit. Everybody liked watching structures teetering and falling down. Pulling an entire floor out of a domicile and watching it bouncingly settle in place—like quickly pulling a table cloth off a set table—was quite satisfying. Floors explode into chunks and then chunks and struts blow apart nicely. Add the final ingredient of a highly explosive 'Space Tank' on each floor and the Space Domiciles became one of the most fun features on Warworld."

—Gregory Faccione, Designer with special focus on Meteor Storm and Warworld

“The Main Event”: Defeat Mongul

Mongul opens by boasting, “I will hammer you down, blow by blow!” Bring it on, skull boy. Mongul is one of the few enemies in the universe that can match Superman strength for strength, so this battle is a tough one.



MONGUL

DESIGNER NOTES

Here's the official biography of Superman's archrival Mongul, direct from the original game designer notes for *Superman Returns*:

The epitome of despotism, Mongul is all about brute force. He seeks power any way he can, and once he has it he will not let it go. He rules Warworld with an iron fist, and none can stand up to his awesome power. Well, none but Superman that is.

Even so, Mongul is one of the few opponents that can truly fight Superman toe-to-toe. His mighty strength rivals Superman's. Also, he is highly resistant to Superman's other powers like Heat Vision and Freeze Breath. It will take all of Superman's speed, maneuverability, and skill to best Mongul.

The inhabitants of Warworld are distracted from their toils by the gladiatorial games Mongul broadcasts for all to see. He kidnaps the mightiest fighters from all of space for this purpose. However, he may get more than he bargained for when his archrival Superman enters the ring.

PHASE ONE

The fight with Mongul has two alternating phases. In the first phase, you simply trade blows with the powerful warlord—but note that Mongul will block all regular melee attacks. You must hit him with combos and special moves. Mongul can actually out-punch Superman, so heed Jor-El's advice that “there is no shame in blocking an attack.” You should also take full advantage of your speedy evasion move known as Speeding Bullet. Just hold in the Block/Drop and yank the movement stick around. You can also launch Surprise Exchange during an evasion maneuver by suddenly punching the Action button if you dodge closer to Mongul.



Mongul's punching and ground-pounding is brutal, so when he starts swinging, start evading blows with your Speeding Bullet move. Then suddenly strike with Surprise Exchange.

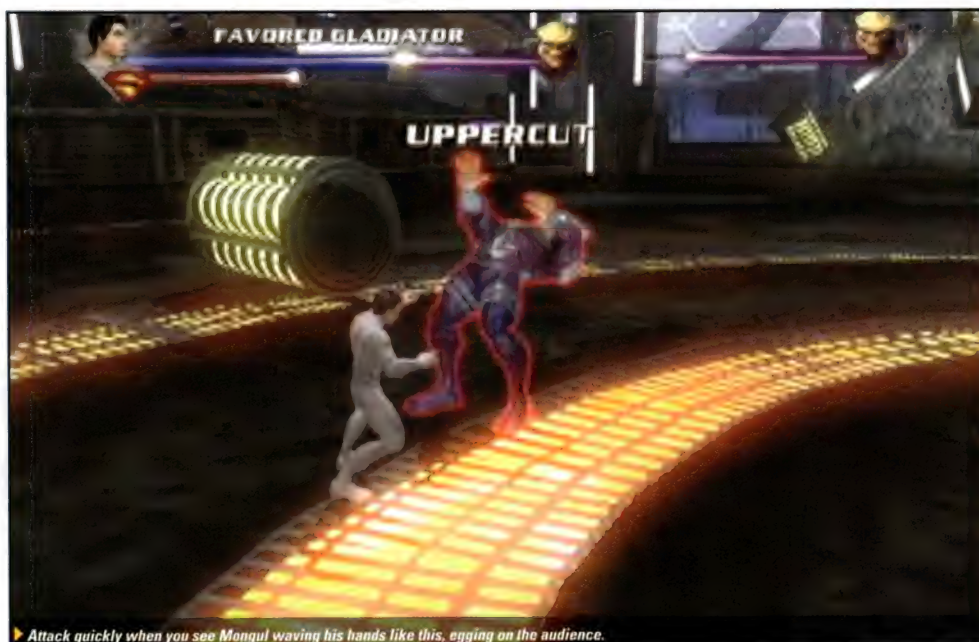
Beware the misleading stat!

Mongul's stat for “Max Speed” is listed as 10 mph, which is pretty slow. But his stunning Dash Attack is blindingly fast—it strikes *much* faster than 10 mph. Be ready to evade!

whether vain... or not

Take advantage of Mongul's vanity! Attack him with combo hits from behind whenever he raises his arms to acknowledge the crowd's chants of "Mongul! Mongul!"

Mongul is immune to your Superpower attacks; as mentioned, he blocks *all* basic melee attacks; and he has a mean punch and a devastating ground-smash, both of which easily knock Superman down. But if you keep evading when you see him start swinging, you can avoid most of these blows. Also note that Mongul regularly stops and postures for the crowd, waving his hands and calling for more adulation. Take advantage of these moments to strike him quickly.



► Attack quickly when you see Mongul waving his hands like this, egging on the audience.

MONGUL TIPS

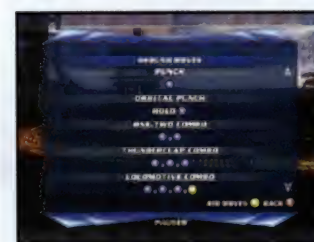
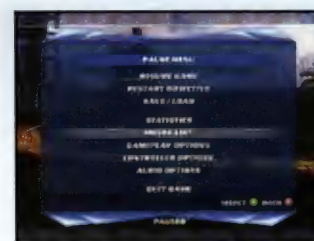
DESIGNER NOTES

"Button mashing will never work against Mongul—he's a tough nut to crack, and he will rapidly win over the crowd if you can't break through his defenses.

"You have two options here: first, you can block all of his attacks, then counter with a combo when Mongul tenses for a powerful blow; or, you can use the 'Surprise Exchange' maneuver to catch Mongul off balance at any time. A combination of these two tactics tends to work best."

—Matt Greig, EA

Jor-El gives you additional counsel about stringing together your blows to increase their effectiveness. This refers to the various combos and special moves available. Take this fatherly advice and use it. Remember that you can press Start at any time to open the Pause Menu, then select Moves to see a list of the currently available combos and moves.



► From the Pause Menu, you can select the Moves list to see which combos and special moves are available.

PHASE TWO

When Mongul's health bar drops about one-third, he summons up a swirling flight of explosive Power Orbs that begin to track you. Fortunately, these orbs are easily detonated from afar. Switch to Heat Vision, hold in your Target Lock trigger, and start firing quick bursts at the targeted orbs. Your Target Lock generally switches automatically to the next target when the current one is destroyed, but you might want to pop the trigger from time to time.

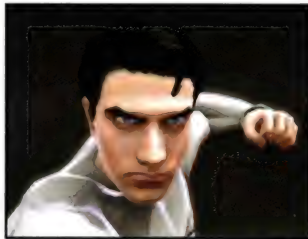


▶ When Mongul conjures up his exploding Power Orbs, gun them out of the air with quick bursts of your Heat Vision

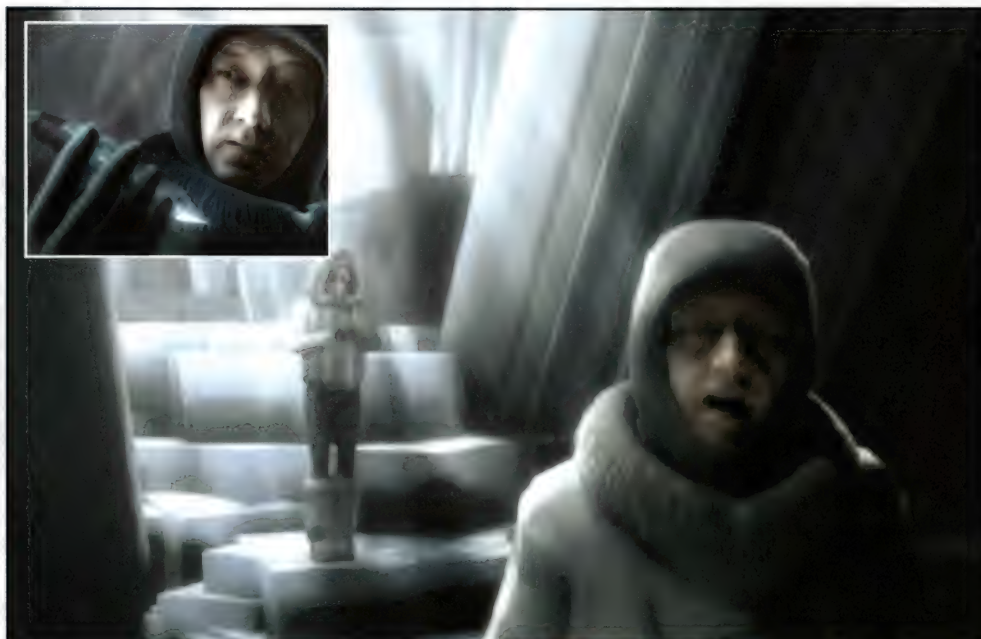
VICTORY!

When all Power Orbs are destroyed, Mongul resumes his regular melee assault. Fight him as before; he'll conjure up orbs once again, when his health bar drops to the one-quarter mark. Again, blast them with Heat Vision, then wrap up the fight with good combo attacks mixed with smart evasion tactics.

When Mongul falls for the last time, Superman has a chance to end Mongul's brutal reign once and for all. But Superman is not a killer, as we all know.



As always, the Man of Steel shows pity and compassion, releases his foe, and heads off for the planet now confirmed as his only home: Earth. Mongul, disgraced and bitter, vows vengeance of course.

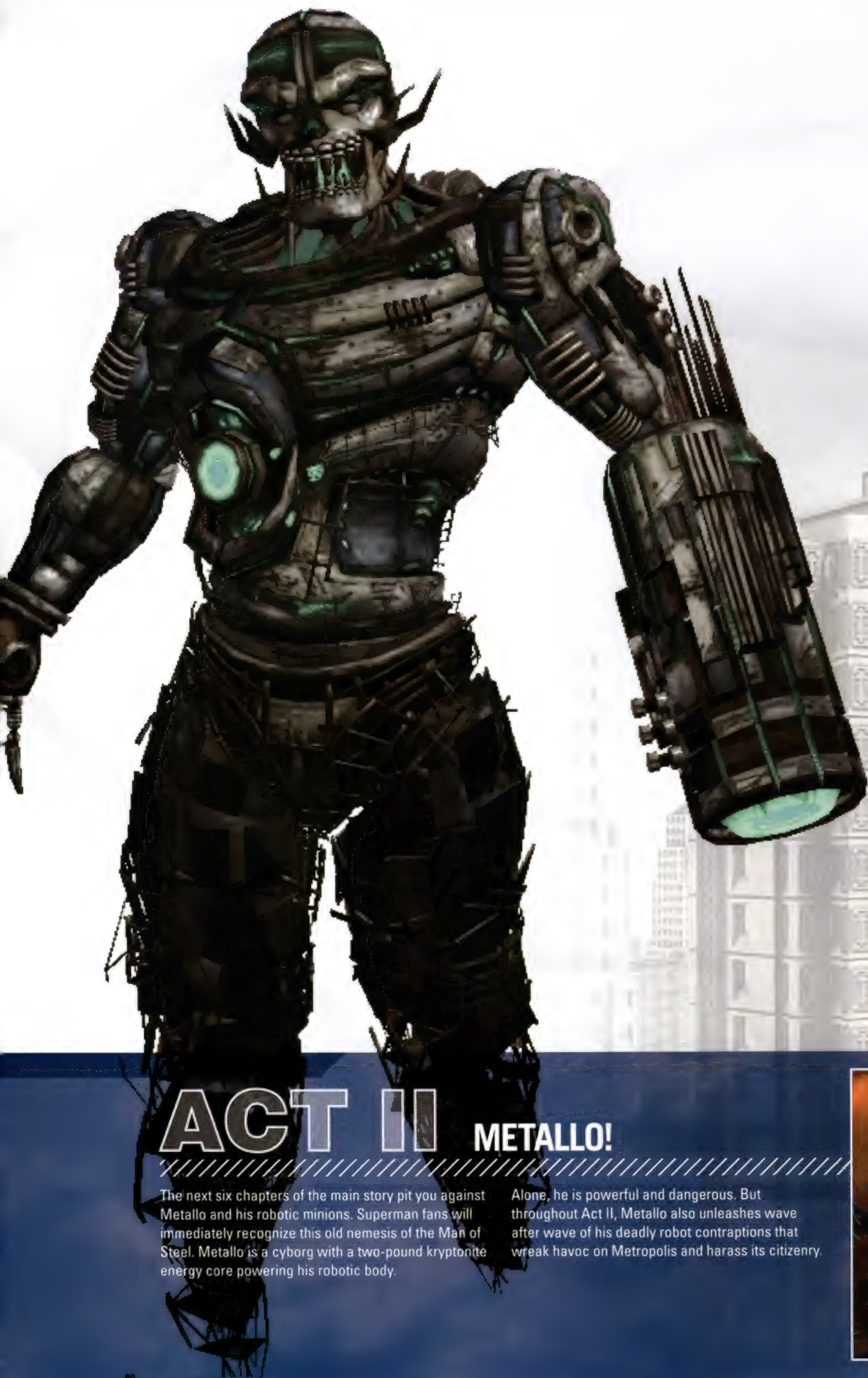


The scene then shifts to a familiar one if you saw the spectacular movie, *Superman Returns*. Lex Luthor and his associate enter the Fortress of Solitude and discover the crystals left for Superman by his father, Jor-El.



Finally, the chapter ends, and the story transitions back to Metropolis where Clark Kent reports on his return to the city and his job at the *Daily Planet* after the five-year interlude.

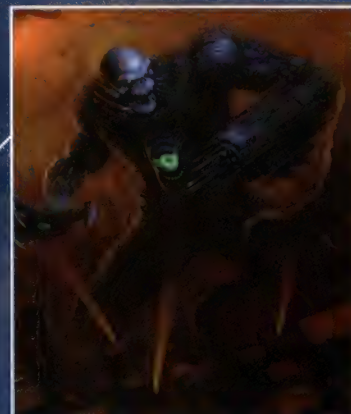




ACT II METALLO!

The next six chapters of the main story pit you against Metallo and his robotic minions. Superman fans will immediately recognize this old nemesis of the Man of Steel. Metallo is a cyborg with a two-pound kryptonite energy core powering his robotic body.

Alone, he is powerful and dangerous. But throughout Act II, Metallo also unleashes wave after wave of his deadly robot contraptions that wreak havoc on Metropolis and harass its citizenry.



HOW THE ACT UNFOLDS

OVERVIEW MAP

Although most Act II events unfold at random times and locations, a few occur at preset times and places. We've marked the locations of these events on the city map for you. Most involve the various appearances of Superman's Act II arch-nemesis, Metallo.



If you've read our Metro Events section in "The Basics" chapter, you know that most events in *Superman Returns* occur randomly. During the majority of Act II, enemy waves composed of random robot combinations will spawn in random places and random order on the city map. We can't tell you exactly which bot squad will appear when or where, because it changes from game to game—indeed, that's part of the fun of the *Superman Returns* gaming experience.

However, we can precisely lay out all of the *possibilities* in each of Act II's six chapters—the complete range of events that can occur, plus all of the enemy types and combinations that can appear. We'll also give you all the info you need in order to effectively combat each foe that appears.

Trust us—the game's clever structure will become crystal clear as you move through the first chapters of Act II.

ROBOT ROLL-CALL: ENEMY STATS AND COMBAT STRATEGIES FOR ACT II

Metallo is a robot master. His contraptions are deadly and devious, and his bot squads appear in various unit combinations that add to the difficulty of eliminating them. Here's a look at the individual unit types that Metallo has created for his own amusement...and your urban nightmare.



Decrep-bot

Health	100
Rating/Cost	1
Attacks	Overhand punch, Backhand slash
Immunities	None
Max Speed (mph)	5
PERCENT CHANCE TO BLOCK YOUR ATTACKS:	
Melee/Superpower	0/0
NOTES	
This is Metallo's equivalent of the basic foot soldier (except it's missing a foot). One good Heat Vision burst works wonders on the basic Decrep-bot. And if you're low on stamina, know that it generally takes only one good punch from Superman to destroy this bot, as well.	

ABOUT THE ENEMY RATING/COST CATEGORY

DESIGNER NOTES

Note that each enemy type listed below has a category called 'Rating/Cost.' A highly rated minion is much more deadly to Metropolis than a low rated one.

Here's how the rating works:

"When a 'Metropolis Event' is scheduled to occur—in most cases, the spawning of a new wave of enemies—the game AI 'rolls' a value (the digital equivalent of rolling dice) to randomly choose one of the events available in the current chapter. The event type chosen—say, a mixed wave of Speedbots and Flyerbots—dictates what type of bad guys the AI can spawn in that scenario.

"The AI is then given a set amount of 'money' to spend on bad guys. This amount depends on factors such as Superman's experience and performance—the more you have, the more money the AI gets. The listed Rating/Cost of a given bad guy is how much he's worth in terms of the AI 'money.' If the AI has more money, it buys tougher versions of bad guys—for example, the upgraded Turbobot version of Speedbot, rather than just plain Speedbots."

—Jeremy Townsend, EA

Decrep-bot: Gunner

Health	900
Rating/Cost	4
Attacks	Overhand punch, Backhand slash, Needler gun
Immunities	Immune to Grab attacks
Max Speed (mph)	10
PERCENT CHANCE TO BLOCK YOUR ATTACKS:	
Melee/Superpower	0/0
NOTES	
Heat Vision still works against this version of the Decrep-bot, but until you upgrade your Heat Vision ability to higher levels the attack is slightly less effective due to this robot's high health (nine times more durable than the regular Decrep-bot). Melee combos are usually the way to attack the Decrep-bot gunner, since gunners don't block very often.	

Decrep-bot: Bomber

Health	1200
Rating/Cost	16
Attacks	Overhand punch, Backhand slash, Big bomb
Immunities	None
Max Speed (mph)	5
PERCENT CHANCE TO BLOCK YOUR ATTACKS:	
Melee/Superpower	0/0
NOTES	
This Decrep-bot variety is easily identified by its red color and burning bomb fuse. Use your breath powers (Superbreath or Freeze Breath) to extinguish the fuse on the Bomber's head or else the unit will explode when you destroy it, inflicting massive damage on the surrounding area. Melee combos with Superbreath or Freeze Breath cancels are the quickest way to dispatch Decrep-bot bombers.	

Bruizer Bot: Grav Gunner

Health	1400
Rating/Cost	4

Attacks	Overhand smash, Roundhouse punch, Gravity gun
Immunities	None

Max Speed (mph)	7
-----------------	---

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	0/20
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NOTES

Bruizer Bots are best dealt with on the ground so you can work some combo magic. If you're flying, land and hammer them with your melee combo attacks. If a Bruizer Bot grabs a car, try to disrupt it with your superpowers before it can toss the car at its target; we like to freeze them. Note that Bruizer Bots can't block melee attacks, but they have a one-in-five chance of blocking superpower attacks. However, Heat Vision works well if the Bruizer doesn't block it.

TIP

Bruizer Bots are heavy, so they make good projectiles to grab and throw at other enemies.

Bruizer Bot: Flamethrower

Health	1200
Rating/Cost	9

Attacks	Overhand smash, Roundhouse punch, Flamethrower
Immunities	Immune to Heat Vision

Max Speed (mph)	7
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PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	0/20
------------------	------

NOTES

Flamethrower Bruizers are much like their sibling gravity gunner Bruizers. The big difference: Flamethrowers bots are completely immune to Heat Vision. Fortunately, they're very vulnerable to Freeze Breath. These Bruizers are a major threat to Metro Health since they can torch groups of civilians repeatedly, so make sure you take them out early. Freeze them and then punch them to pieces.

Speedbot

Health	400
Rating/Cost	3

Attacks	Reckless driving
Immunities	None

Max Speed (mph)	80
-----------------	----

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	0/0
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NOTES

Normal Speedbots are a headache because they spread out so fast and do moderate damage to Metropolis by smashing recklessly into things. If you face a mixed wave of robots, always try to track down the Speedbots first, before they scatter. Don't bother with melee attacks; just use Heat Vision to take them out quickly and from a distance. It's easiest to get up above the rooftops when tracking Speedbots, then swoop straight down at Superspeed (using Target Lock, of course) when you get one in your sights.

Turbobot

Health	600
Rating/Cost	10

Attacks	Offensive driving
Immunities	None

Max Speed (mph)	120
-----------------	-----

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	0/0
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NOTES

Turbobots are basically jacked-up, deadlier Speedbots. Turbobots are gold-colored and can move 40 mph faster than Speedbots; they can also destroy cars in one pass. These bad boys are some of the most dangerous threats to Metro Health in the game. If you're an adept flyer, the way to go is to track a Turbot from the air while zapping it with Heat Vision. If your flying skills need work, try freezing Turbobots with Freeze Breath, and then shatter them with throw and melee combos.

Nitrobot

Health	1667
Rating/Cost	16

Attacks	Monstrous driving
Immunities	Immune to Grab attacks

Max Speed (mph)	180
-----------------	-----

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	0/0
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NOTES

Giant Speedbots! Three times bigger than a standard Speedbot, these big-wheeled bots are like Turbobots with over 1000 points more health. They are also immune to grabs. Heat Vision or freeze combos from the air are the most effective attacks against a Nitrobot.

Flyerbot

Health	600
Rating/Cost	4

Attacks	Energy Bombs, Krypton pulse beam
Immunities	None

Max Speed (mph)	120
-----------------	-----

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	0/0
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NOTES

Powered-up Heat Vision can dispatch these guys at a distance. Grabbing and throwing a Flyerbot will destroy it right away, too. Freeze Breath coupled with air-melee attacks will also devastate Flyerbots.

DESIGNER NOTES: METALLO OR MINIONS?

DESIGNER NOTE

"Metallo gets a lot tougher during the 2nd and 3rd encounters because of the kryptonite Aura which makes him invincible to all of Superman's powers and attacks. Metallo also summons Bruizers and Speedbots to help him trash the city in these fights. The act of summoning bots drains his kryptonite heart temporarily which leaves him vulnerable to attack. Metallo will only make new bots when most of the old ones are destroyed, so the best strategy is to clear out all the supporting bots before you attack Metallo. Once Metallo loses his aura it will stay down until you knock off a quarter of Metallo's health. When Metallo summons more bots, ignore him and focus on the bots, then fight Metallo until his aura comes back. Repeat that until Metallo is back on the scrap heap."

—Jeremy Twonsend, EA

CHAPTER 3: METROPOLIS CONTRAPTIONS

OVERVIEW

ACTION CHECKLIST

1. Defeat Metallo and his Decrep-bot minions.
2. Defeat subsequent waves of enemy robots and extinguish any building fires that occur until you accrue 25,000 XP.

BONUSES EARNED

Metallo Defeated: "1000 Fists Combo"

Chapter Completed: "Powered-Up Freeze Breath to Level 2"

XP AVAILABLE

POSSIBLE METRO EVENTS

	XP EARNED (ALL VERSIONS)
Metallo & Decrep-bots	2,000
Decrep-bots	1,000
Decrep-bots & Bruizer Bots	1,000
Speedbots	1,000
Decrep-bots & Speedbots	1,000
Fires (Blaze)	1,000

Difficulty Level: A (Very Easy)

Total XP Needed to End Chapter: 25,000



METALLO

Health	4500
Rating/Cost	N/A

Attacks	Burning beam, Dome blast, Up-and-over punch combo, Hard Head smash
Immunities	Resistant to burst powers

Max Speed (mph)	3
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PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	20/20
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Special	Escape plan
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NOTE

These stats apply only to Metallo as he appears in "Chapter 3: Metropolis Contraptions." His stats increase in later appearances.

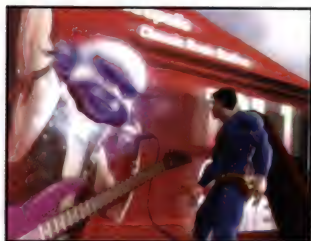
As the chapter opens, Superman is directly in front of the Daily Planet building. See that blue glow, pulsing on the building's entry walkway? That marks the location of a lost Kitten. Should you care? Of course you should! You're Superman, for gosh sake. You're a hero. You care about the weak and lost and helpless. Plus, you get bonus Metropolis health points and some nice gameplay tips when you rescue lost Kittens. See "Kitten Tips" in the Basics section of this guide for details.



Here's where you start, directly in front of the Daily Planet. Pick up the lost Kitten to meet an old nemesis.

Let the Mini-Games Begin!

Approach the glow to see the poor, yowling little critter. Walk into the blue glow to nab your first kitten. When you do this you trigger the appearance of Superman's old foe, Mr. Mxyzptlk—as he says, “straight from the fifth dimension.”



► Mr. Mxyzptlk has some of Superman's belongings. He'll give them back if you can successfully complete all of his "challenges."

need kittens?

To see where all 100 of the lost Kittens are hiding, consult the Kitten Finding section in the Mini-games chapter of this book.

Mr. Mxyzptlk admits he “misplaced” (translation: stole) some of Superman's goodies while the Man of Steel was off on the journey to Krypton. But he'll return them if you complete a few challenges.

This cinematic officially opens the Fast Flyer (Xbox 360 version only) and Playable Bizarro (all versions) Mini-game missions. To find these challenges, says Mr. Mxyzptlk, simply “fly high enough and you'll find everything you're searching for.” His meaning: Spot the starting positions of the race routes by zooming high over the city. Keep a sharp eye out for pockets of churning blue mist. When you find one and fly into it, you trigger a race against Mr. Mxyzptlk along a route laid out across Metropolis.



► Nine blue mist markers (like this one in the Research Park district) are scattered around Metropolis in the Xbox 360 version of the game. Each has Mr. Mxyzptlk's face floating inside, and each marks the start of a Fast Flyer challenge race.

nine-course challenge

For a Metropolis map marking the starting points of all nine of Mr. Mxyzptlk's Fast Flyer racing routes (Xbox 360 version only), check out the Fast Flyer section of our “Mini-games” chapter.

When the scene ends, you are returned to the Daily Planet entry plaza. You've now officially kicked off all three Mini-game challenges in *Superman Returns*—Kitten Finding, Playable Bizarro, and the Fast Flyer races. Eventually, you can find a total of 100 Kittens hidden in the city; each feline find gives you a Metropolis Health Bonus, plus a handy game hint. Note that the number of Kittens found appears in the top-right corner of the screen.





First Wave: "An Old Enemy Brings Friends"

Two Superhearing icons now appear (both marked on our Act II map); one is due north in the Downtown district, and the other is to the east, in the Central Business District. You can fly to either one of these locations to find Metallo and a crew of Decrep-bots sowing destruction.

We recommend the Downtown location, at the corner of the city square. The open square makes maneuvering and spotting foes easier as you engage in your first urban combat.

As we mentioned earlier, Metallo is a cyborg—part man, part machine—with a kryptonite energy core powering his robotic body. This, of course, makes him a particularly dangerous foe for Superman. It also helps make Metallo resistant to your newly acquired burst superpowers.

cold metal

Freeze Breath is very effective in this first fight with Metallo. Freeze him and then punch him hard with melee attacks.

Metallo's attacks include a powerful kryptonite dome-burst that surges outward from his energy core in a deadly circle around him; if Superman is anywhere within this radius, he's knocked off his feet and incapacitated for a moment. Metallo also has a ranged attack, firing a focused green kryptonite beam; this beam can knock Superman down from a good distance. Finally, Metallo can knock you around with a good punch combo or his patented Hard Head smash.



Superman orders Metallo to stand down. Think he'll just say okay?

Once Metallo is defeated—that is, when his purple health bar drops to zero—he'll escape, and any remaining minions will just disappear. Thus in this fight you can focus all of your energy on beating Metallo, and ignore the Decrep-bots, if you want. However, it can be a good idea to quickly eliminate the bot minions first in order to minimize the damage they wreak on the city. The smaller Decrep-bots succumb very quickly to Heat Vision bursts, and the larger bots crumble after a few good combo punches.

Targeting Tips

Remember that whenever you spot the distant glow of an enemy icon, face it and press your Target Lock trigger. Once you've locked onto the target (it's highlighted when locked), hold in the Superspeed button to rocket to the target. Target Lock will keep Superman moving *directly* toward the targeted foe, even if the foe is moving.

Also remember what you learned on Warworld: unleash bursts of Heat Vision or Freeze Breath as you approach a target at Superspeed. Just before you ram right into the target, tap the Action button to hammer the foe with Jor-El's Fist.



The key to beating Metallo in this first appearance is to keep the pressure on him with constant attacks, speeding in close to engage and knock him off-balance so he can't use his dome blast or beam attacks. Once you get him targeted with your Target Lock, hold in your Superspeed button and slam into him repeatedly using the Jor-El's Fist and Train Wreck special moves. Freeze Breath works well, too; it stuns him long enough to let you land a few good punches.



Post Wave Bonus

After you defeat Metallo and he escapes, you gain the 1000 Fists combo: "Like a Blur, Land Strikes Faster Than the Eye Can See!"

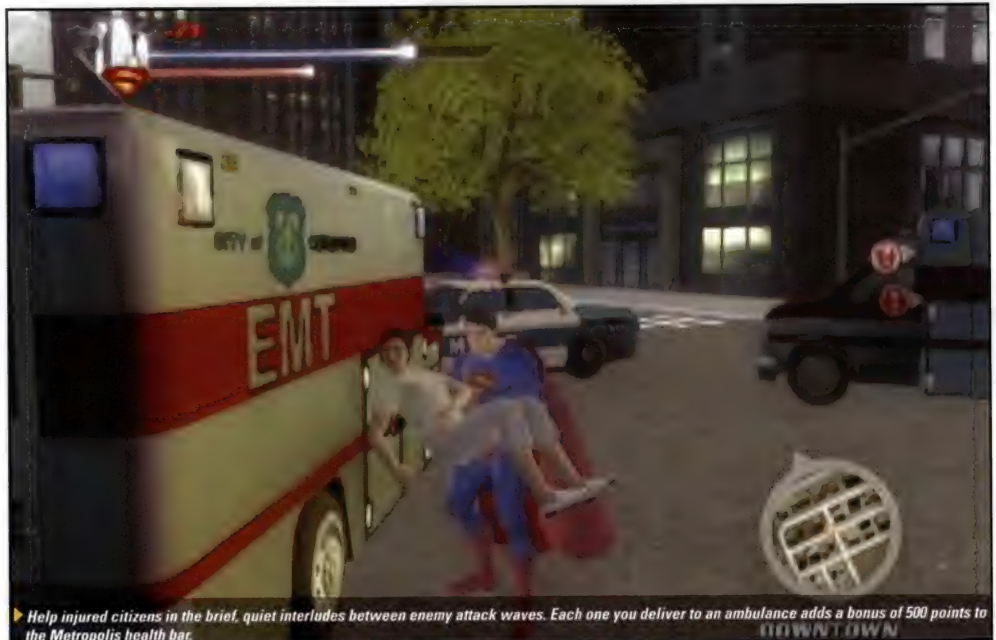
Between Waves: Rescue Citizens in Distress

Follow the "Citizen in Distress" icons to find injured folks lying on the ground. Approach a fallen citizen and use your Pickup button to grab him/her. Then carry the citizen and follow the blue icons that appear onscreen; these lead you to city ambulances parked on the street.

When you reach an ambulance, press the Pickup button again. Superman gently sets down the injured citizen and your Metropolis health bar is boosted by 500 points. Repeat this valuable activity until either no more injured citizens remain or the next wave of enemies appears in Metropolis.



Between enemy waves, follow this icon to a "citizen in distress" to lend a hand.



Help injured citizens in the brief, quiet interludes between enemy attack waves. Each one you deliver to an ambulance adds a bonus of 500 points to the Metropolis health bar.

"Lite But Lethal" Waves

Each wave designated "Lite But Lethal" in the Metropolis Contraptions chapter features a small squad of Decrep-bots. This is the weakest unit in Metallo's robot corps, but don't let that fact (or its somewhat amusing appearance) lull you into complacency. These androids stagger around smashing cars, beating up citizens, and inflicting serious damage to city health.



Blast Decrep-bots with sizzling bursts of Heat Vision.



Watch out for the red Decrep-bot bomber with the flaming fuse. Try to blow out the fuse with Superbreath or Freeze Breath before you smash the robot, or else it will detonate in a huge explosion.

The Decrep-bots in these early waves are particularly vulnerable to your Heat Vision. Settle to the ground, lock onto Decrep-bot targets, and speed toward them firing Heat Vision bursts. These bots tend to stay in the same area, so you don't have to do much seeking and chasing; you can fight each wave on the ground, where you have more special moves and combos at your disposal.

For more details, check out our analysis of the various Decrep-bot types in the Robot Roll-Call at the beginning of this Act II section.

Protect Gas Stations!

Metallo and his minions love to target gas stations, which quickly explode when smashed, causing maximum city damage. Keep Metallo and bots from destroying gas stations whenever possible.

“Speed is Everything” Waves

When you trigger the Metro Event entitled “Speed is Everything” you get a wave of Speedbots only. Quickly! Use Superspeed to rocket straight up into the sky. Once you get above the city skyline, pivot around and track the Speedbots by cruising above the skyscrapers rather than chasing the agile wheeled robots up and down the narrow, canyon-like city streets. Street-level chases can be frustrating and often lead to high speed collisions that damage the city and impede your pursuit.

When you get directly over a Speedbot, lock in with Target Lock and rocket down onto it at Superspeed, blasting it with Heat Vision or icing it with Freeze Breath as you get closer. Then slam it with Jor-El's Fist on the approach. Two or three solid hits will shatter a Speedbot. Then proceed to the next one!

For more details, check out our analysis of the Speedbot, Turbobot, and Nitrobot types in the Robot Roll-Call at the beginning of this Act II section.



“Size Synthesis” Waves

The “Size Synthesis” group is a combined squad of light Decrep-bots and heavy Bruizer Bots. Keep in mind that Heat Vision doesn't affect the flamethrower-equipped version of the Bruizer Bot; in fact, if you try to toast a Bruizer flamethrower with Heat Vision, Superman wonders aloud, “Why isn't this working?” or “My powers aren't having any effect on it!”



This is a tip to switch tactics. Stick to physical attacks. Our favorite is to seize the Bruizer using the Grab button, and then slam the big bot three times into the ground with **quick pops** of the Action button—the dreaded Foe Hammer special move.



For more details, check out our analysis of the two Bruizer Bot variations in the Robot Roll-Call at the beginning of this Act II section.

"Lite and Swift" Waves

This wave is a combination of Speedbots and Decrep-bots. We suggest you get vertical immediately and track the Speedbots from above the skyline. Once the pesky speedsters are destroyed, you can return and quickly dispose of the relatively immobile and clustered Decrep-bots.



▶ Mixed waves present new tactical challenges. A "Lite and Swift" wave features both Decrep-bots and Speedbots.



▶ You may or may not face building fires in each chapter's lineup of Metro Events. If you do, quickly extinguish the flames with Superbreath blasts.

"Blaze"

One other Metro Event that can occur during Chapter 4 is a "blaze." This is a small building fire that can be extinguished fairly quickly in most cases. The key is to note the Metropolis health meter flashing and falling, and spot the event icon onscreen. Follow the icon, speeding to the fire, and then use Superbreath to blow it out.



CHAPTER 4: DARK METAL

OVERVIEW MAP

ACTION CHECKLIST

Defeat waves of enemy robots and extinguish any building fires that occur until you accrue 37,500 XP.

BONUSES EARNED

Chapter Completed:
"Supernova Combo"

Chapter Completed: "Powered-Up
Heat Vision to Level 2"

XP AVAILABLE

POSSIBLE METRO EVENTS

Decrep-bots	2,500
Bruizer Bots	2,500
Decrep-bots & Bruizer Bots	2,500
Speedbots	2,500
Flyerbots	2,500
Decrep-bots & Flyerbots	2,500
Decrep-bots & Speedbots	2,500
Fires (Blaze)	2,500

XP EARNED (ALL VERSIONS)

Difficulty Level: B (Very Easy)
Total XP Needed to End Chapter: 37,500

Chapter Walkthrough

"Dark Metal" features combat with several more waves of Metallo's minions; you don't face Metallo himself again until the next chapter. You start with 25,000 XP and must reach 37,500 XP to trigger the next chapter. Each robot wave you destroy or building fire you extinguish earns you 2,500 XP. Thus Chapter 4 ends once you've successfully completed five Metro Events.

The game can spawn four of the same Metro Events available in the last chapter, but adds one new robot type—the pesky Flyerbot—plus three new wave combinations, which we'll describe here.

FIGHTING FLYERBOTS

DESIGNER NOTES

"When Flyerbots attack the city, don't let them get too far away or they'll quickly become a nuisance. Take them out before engaging any ground-based enemies. Heat Vision works from a distance, but it may take a while to toast the Flyerbot target. However, if you freeze a Flyerbot, you can ram, punch, or grab it out of the air and throw it. A frozen Flyerbot will explode on collision."

—Anthony Marinello, EA



► If you get lucky enough to find a Flyerbot wave early, like here, you can catch them before they scatter.

"Ramjet Robots" Waves

The "Ramjet Robots" group is a squad of agile Flyerbots that are tough to track. Unless you hit them hard when they first appear flying together in a row, you spend most of the battle just trying to find the darn things.

After they scatter, Flyerbots like to nestle in close to high-rise buildings and wreak their havoc. Even when you finally spot a Flyerbot's green icon glowing in the distance, often you must make tricky maneuvers over and through the skyscraper canyons just to get a clear shot at it.



► Use Freeze Breath on Flyerbots, then ram or toss them against walls to smash them quickly. Watch out for their green pulse beams!

Note that Flyerbots like to slip in above or behind you, out of your field of vision, and zap you with energy bombs or its deadly green kryptonite pulse beam. If you manage to get locked onto a Flyerbot from a distance, immediately hit it with Heat Vision. As you get closer, hit it with Freeze Breath and then either punch or, better yet, grab it and throw it at any other nearby enemy. Frozen Flyerbots shatter easily; they make nice projectiles, too.

For more details, check out our analysis of Flyerbots in the "Robot Roll-Call" at the beginning of this Act II section.



► Bruizer-only waves feature bigger, more durable bots that can bash, shoot up, and torch the city.

"Fortified With Iron" Waves

The "Fortified" group features Bruizer Bots only. Note that Bruizers come in two varieties: a Grav-gunner and a flamethrower. The flamethrower Bruizer Bot can deal out a lot of city destruction, so concentrate on them first, if you find any in the wave. Pound Bruizers primarily with melee attacks and combos; both types can block superpower attacks, and the flamethrower bot is completely immune to Heat Vision. But Freeze Breath is a good option as you make your approach to a Bruizer Bot. Just be sure to follow it up with some good old-fashioned fisticuffs.

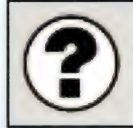
“Dual Level Destruction” Waves

The “Dual Level Destruction” group features a combination of Decrep-bots on one level (the ground) and Flyerbots on another level (the sky). Refer to previous sections for tactics on fighting each robot type. Your best bet is always to tackle the Flyerbots immediately, before they scatter and become too difficult to track down one by one. The Decrep-bots will stagger around within a few blocks of one another, so they won’t be hard to track down after you eliminate the Flyerbots.

The Story Continues



After you complete the chapter’s Metro Events, follow the Critical Objective icon (the question mark) to the globe atop the Daily Planet building. Your approach triggers a quick cinematic sequence that functions as the transition to the next chapter.



Lex Luthor is irritated that the “Boy Scout in blue tights” has made an unexpected reappearance. But he reconsiders when he realizes that his plans to execute “the greatest crime of the century” will be all that much sweeter if they succeed versus the greatest challenge of the century.



CHAPTER 5: INFERNAL MACHINES

OVERVIEW

ACTION CHECKLIST

1. Defeat Metallo and his Bruizer Bot minions.
2. Defeat subsequent waves of enemy robots and extinguish any building fires that occur until you accrue 67,500 XP.

BONUSES EARNED

Metallo Defeated: "Earthquake Combo"

Chapter Completed: "Powered-Up Superbreath to Level 2"

This chapter opens with another encounter with Metallo. You start with 37,500 XP and must reach a total XP of 67,500 to end the chapter. In "Dark Metal" you can face any of the Metro Events from the previous two chapters plus several new event types, including a new variety of fire and a scenario featuring a highly explosive and flammable Tanker truck.

Victory over Metallo is worth 10,000 XP, so you need 20,000 more to end the chapter. Defeating a wave or extinguishing a fire is worth 5,000 XP apiece in "Dark Metal," so you must successfully complete four more Metro Events to move on.

XP AVAILABLE

POSSIBLE METRO EVENTS

Metallo & Bruizer Bots (non-random)
Decrep-bots
Bruizer Bots
Decrep-bots & Bruizer Bots
Speedbots
Flyerbots
Speedbots & Flyerbots
Bruizer Bots & Speedbots
Decrep-bots & Flyerbots
Bruizer Bots & Flyerbots
Decrep-bots & Speedbots
Bruizer Bots, Decrep-bots, Tanker
Fires (Wildfire)

XP EARNED

Xbox 360	PS2/Xbox
10,000	7,500
5,000	3,750
5,000	3,750
5,000	3,750
5,000	3,750
5,000	3,750
5,000	3,750
5,000	3,750
5,000	3,750
5,000	3,750
5,000	3,750
5,000	3,750

Difficulty Level: C (Easy)

Total XP Needed to End Chapter: 67,500



METALLO

Health	6500
Rating/Cost	N/A

Attacks	Burning beam, Dome blast, Up-and-over punch combo, Hard Head smash
---------	--

Immunities	kryptonite Aura, Resistant to burst powers, Immune to Freeze Breath
------------	---

Max Speed (mph)	3
-----------------	---

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	20/20
------------------	-------

Special	Summons Bruizer Bot waves, Escape plan
---------	--

NOTES

These stats apply only to Metallo as he appears in "Chapter 5: Infernal Machines."

LEAVE TWO BOTS

DESIGNER NOTE

"In his first two appearances, Metallo spawns Decrep Bots and Bruizer Bots. These guys are slow and don't move too far from Metallo, so they're fairly easy to contain. Knock them out until there are no more than two left, then leave them so Metallo doesn't spawn more and start beating down on Metallo."

—Matt Greig, EA

First Wave: "Metallo Goes Heavy Metal"

This meeting is much more challenging than the last time you saw the metalhead: Metallo now summons Bruizer Bots left and right; he's immune to Freeze Breath; and he has a kryptonite Aura, a shield that prevents you from harming him at first.



Metallo starts with a green aura—a kryptonite shield that protects him until he depletes it by summoning more minions.

Beware the spawn explosion

Everytime Metallo spawns a new wave of Bruizer Bots, he also releases a powerful dome blast that knocks Superman flying if he's within its radius.

Fortunately, this shield gets depleted every time Metallo summons more Bruizer Bots, so make sure you destroy every Bruizer in each new wave he summons before you turn your focus to Metallo. After Metallo's shield goes down, use environment weapons, melee combos, and Heat Vision to make short work of him.

Quake Power

After you defeat Metallo, the Earthquake Combo is added to Superman's repertoire of attacks.

"Fast Flunkies and Flyers" Waves

Here's a nightmare scenario: Speedbots and Flyerbots spawned together into Metropolis. Which do you hit first? Take your pick. We prefer to eliminate the flying menace first, because its annoying kryptonite pulse beam will be a thorn in your side until you knock them out. In either case, these missions require a lot of top-speed tracking, so get your Superspeed skills honed and work quickly.



► Crack open all of Metallo's Bruizer Bots in each wave, then take a crack at the boss.

"Rock and Rapidity" Waves

This new combination features Bruizer Bots working together with Speedbots. As always, nail the speedy wheeled robots right away, then slug your way through the big Bruizers.

"Metallurgy" Waves

Here's quite a tandem. This new combination features Bruizer Bots working together with Flyerbots. Immediately tag the flying robots before they spread out across the city, then turn your attention to the big, slow Bruizer Bots below.

"Tin Can Army" Waves

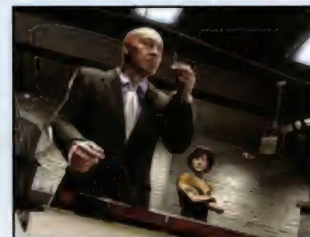
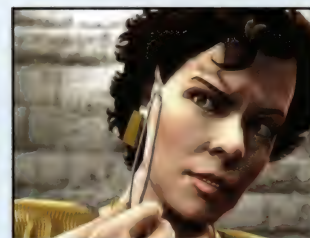
This special event features a big tanker truck on the Metropolis highway surrounded by angry robots intent on blowing it up. Try to eliminate the Bruizer Bots and Decrep-bots before they can demolish the tanker and cause more destruction.



Save the tanker truck from destruction at the claws of Metallo's minions.

The Story Continues

Lex and Kitty Kowalski convene at Lady Vanderworth's mansion, part of his inheritance after her untimely passing. Lex explains Krypton's crystal technology—a technology that can create entire continents from crystal growth.



CHAPTER 6: ROBOT ROUNDUP

OVERVIEW

ACTION CHECKLIST

Defeat waves of enemy robots and extinguish any building fires that occur until you accrue 25,000 XP.

BONUSES EARNED

Chapter Completed: "Powered-Up Stamina to Level 2"

XP AVAILABLE

POSSIBLE METRO EVENTS

XP EARNED

	Xbox 360	PS2/Xbox
Bruizer Bots	7,500	3,750
Decrep-bots & Bruizer Bots	7,500	3,750
Flyerbots	7,500	3,750
Speedbots & Flyerbots	7,500	3,750
Bruizer Bots & Speedbots	7,500	3,750
Bruizer Bots & Flyerbots	7,500	3,750
Bruizer Bots, Decrep-bots, Tanker	7,500	3,750
Fires (Wildfire)	7,500	3,750

Difficulty Level: D (Easy)

Total XP Needed to End Chapter: 105,000

The types of random Metro Events in this chapter have already been outlined in the previous two chapters. You start with 67,500 XP, with a goal of reaching 105,000 XP in order to trigger the next chapter. Every possible Metro Event in "Robot Roundup" is worth 7,500 XP, so you must complete five events to earn the XP needed to end this chapter.

CHAPTER 7: SOME DISASSEMBLY REQUIRED

OVERVIEW

ACTION CHECKLIST

1. Stop Metallo's Speedbot minions from destroying the city.
2. Defeat Metallo.

BONUSES EARNED

None

XP AVAILABLE

METRO EVENT

XP EARNED
(ALL VERSIONS)

Metallo & Speedbots	15,000
---------------------	--------

Difficulty Level: D (Easy)

Total XP Needed to End Chapter: 20,000

METALLO

Health	9000
Rating/Cost	N/A
Attacks	Burning beam, Dome blast, Up-and-over punch combo, Hard Head smash, kryptonite Aura
Immunities	Resistant to burst powers, Immune to Freeze Breath, Immune to Heat Vision
Max Speed (mph)	3
PERCENT CHANCE TO BLOCK YOUR ATTACKS:	
Melee/Superpower	20/20
Special	Summons Speedbot waves, Transforms to final form

NOTES

These stats apply only to Metallo as he appears in "Chapter 7: Some Disassembly Required."

Chapter Walkthrough

This chapter features only one "event," but it is killer tough. Metallo returns—and, as last time, he spawns minions over and over again.

INSIDER TIP: METALLO'S THIRD VISIT

DESIGNER NOTE

"In his third appearance, Metallo is accompanied by Speedbots, which makes things trickier. Tracking down and destroying these bots should be your first priority. Metallo himself will do minimal damage compared to the combined assault of five or six Speedbots running amok through the city."

—Matt Greig, EA



► Metallo sends out Speedbots across Metropolis to do his evil bidding.

"Metallo Mangles the Fast Lane"

The third Metallo encounter is the toughest yet. This time Metallo is immune to Heat Vision and Freeze Breath, and instead of Bruizer Bots he summons Speedbots, which immediately spread out to do heavy damage to the city.



Destroy the first couple of Speedbot waves as quickly as you can, *before* focusing on Metallo. Speedbots are always easiest to fight just as they are spawned in, since at that moment they're clustered together. Dispatch the first couple of waves with Heat Vision, and then quickly seek out Metallo and slam him with melee combos and your environment (as in, throw stuff at him).

When Metallo's health bar finally drops to zero, you trigger a cinematic in which Superman seizes his foe and appears to have the fight won. But then, with a *really* bad pun—"There's something I've got to get off my chest!"—Metallo exposes his kryptonite core, weakening Superman. Then Metallo stirs up a metallic whirlwind, and grows to monstrous proportions.



CHAPTER 8: END PROGRAM

OVERVIEW

ACTION CHECKLIST

1. Force Mega-Metallo to trigger his Uber-Missile.
2. Divert the missile.
3. Defeat Mega-Metallo.

BONUSES EARNED

Chapter Completed: "Up in the Sky: It's a Bird! Combo"

Chapter Completed: "Powered-Up Heat Vision to Level 3"

XP AVAILABLE

OBJECTIVES

Force Mega-Metallo to Trigger Missile
Divert Missile
Defeat Mega-Metallo

XP EARNED
(ALL VERSIONS)

2,500

7,500

10,000

Difficulty Level: D (Easy)

Total XP Needed to End Chapter: 140,000

ACT

METALLO

Health	N/A
Rating/Cost	N/A

Attacks	Building bash, Vortex Legs, kryptonite Beam Vision
Immunities	Vulnerable only to thrown objects, immune to all other attacks

Max Speed (mph)	42
-----------------	----

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	N/A
------------------	-----

Special	Summons Flyerbot waves, Fires Missile
---------	---------------------------------------

NOTES

These stats apply only to Metallo as he appears in "Chapter 8: End Program."



► Metallo is on a mega-rampage, smashing buildings.

"Metallo's Final Corruption"

Metallo is big, he's bad, and he's on a building-bashing rampage. To help guide you through the task of wrangling with this monstrous Boss Metallo, we call on the designated "Metallo Wrangler" of the *Superman Returns* team, Anthony Marinello (see his tactics on the following page).

HOW TO BEAT MEGA-METALLO

Metallo's change in size allows him to ignore Superman and get down to the business of destroying Metropolis by smashing the buildings around him. If he destroys six buildings, Metropolis will sustain too much damage and you fail the objective, so you have a limited amount of time in which to work.

Metallo's kryptonite-powered body makes him immune to Superman's powers, and any attempt to ram Metallo at Superspeed will give Superman a jolt that temporarily stuns him. Thus, you must use the environment to get Metallo's attention. Almost anything Superman can pick up and throw at Metallo will do some kind of damage, causing Metallo to flash red. But certain objects hurt Metallo more than others.

For example: In the southwest corner of the square there are two tanker trailers. Be sure to use these first, as they inflict the most damage on Metallo by far. Water towers and chunks of building rubble (Xbox 360 version only) also pack a punch. Tip: After you throw the first tanker, hurry away from the second one! Metallo will most likely blast you with his kryptonite beam after the first tanker hits him, and if you're near the second tanker when he fires, the tanker will explode and you'll lose some darned good ammo.



▶ Your first two tosses should be these gas-filled tanker trailers (circled). Both are highly explosive and deal huge damage to Metallo.

Target carefully!

Mega-Metallo makes a big target, but those circling Flyerbots can get in the way of your Target Lock when you're trying to throw something at the big guy. Make sure your lock is on Metallo. If he isn't highlighted, pop the Target Lock trigger a few times until he is.



▶ When Big Metallo looks at you like this, you might as well start tapping your recover button, because chances are very good that his beam vision is about to knock your socks off.

The Flyerbots circling around don't pose much of a threat to Superman, so don't give in to the temptation to blow them away with Heat Vision. Instead, freeze them with Freeze Breath and grab them out of the sky to use as ammunition against Metallo. They're close by and do more damage than other objects.



When Superman has done a certain amount of damage, Metallo will stop crunching buildings and start attacking with Kryptonite Vision, a very powerful and accurate beam that knocks Superman unconscious if it hits. To avoid it, either use Superspeed to fly around Metallo, or take cover behind a building until Metallo has finished this attack. If you get hit by the Kryptonite Vision, start mashing the recover button right away; you should be able to recover long before Metallo turns his destructive attention back to the surrounding buildings.

BEATING MEGA-METALLO: MORE INSIDER TIPS!

DESIGNER NOTE

"The basic idea here is throw stuff at Metallo until he gets angry and fires off his Uber-missile. However, there are some alternate ways of angering Metallo that can make the battle easier.

"First off, look for flammable objects to throw at Metallo. In particular, the nearby tanker trucks (mentioned in this chapter) are highly effective.

"Second, look for large objects to throw. The best object of all? The Daily Planet globe.

"If you really want to humiliate Metallo, use the Daily Planet globe to block his Kryptonite Vision attack. It's tricky to pull off, but if you throw the globe at Metallo's head just as he is about to fire Kryptonite Vision, the globe will block Metallo's attack. This is a great crowd pleaser if you manage to do it on cue!"

—Matt Greig, EA

DIVERT THE MISSILE!

Keep slinging cars, frozen Flyerbots, and other objects into Metallo until his health is nearly spent. Then carry the last few objects up high into the southeast corner of the square and toss them down at Metallo from above. This position leaves you ready for the upcoming chase; when Metallo's health finally hits zero, a cinematic shows him firing off a missile toward the high-rises to the southeast.



When Metallo's health bottoms out, he fires a missile at Metropolis. Stop that rocket!

Immediately give chase at Superspeed, holding in your Target Lock trigger to lock on to the missile and stay right on its tail. When you get close, you trigger a cutscene in which Superman diverts the missile harmlessly up and away from Metropolis.

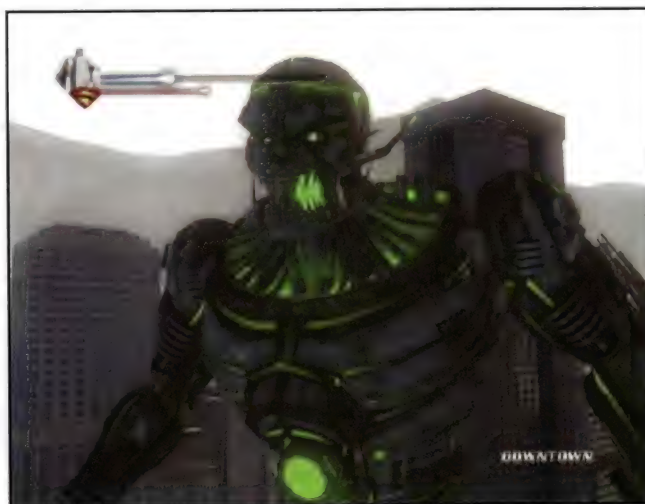
HEAD START POSITION

We mentioned this already, but we'll reiterate it here. When Metallo's health bar is almost gone, make your last few object tosses from the air *directly above him*. This way, when he launches his missile, you're in perfect position to punch your Superspeed button and give chase.



DEFEAT METALLO!

Now position your thumb over the buttons on your controller and keep an eye on the upper-left corner of the screen. Another cinematic puts Superman on a collision course with the big boss. As Superman says, "Direct attack is my only choice!"



As you get close, Metallo unleashes his Kryptonite Vision. To fight through it, you must start rapidly tapping the controller button displayed onscreen in the upper left corner. After a few seconds the button displayed will change, so be ready. (The button sequence is random, so we can't give it to you here.) Keep tapping until you fill up the bar; this triggers the final cinematic, in which Superman plucks Metallo from the heart of the big mega-robot. Victory!



Congratulations! You've successfully completed Act II of *Superman Returns*.

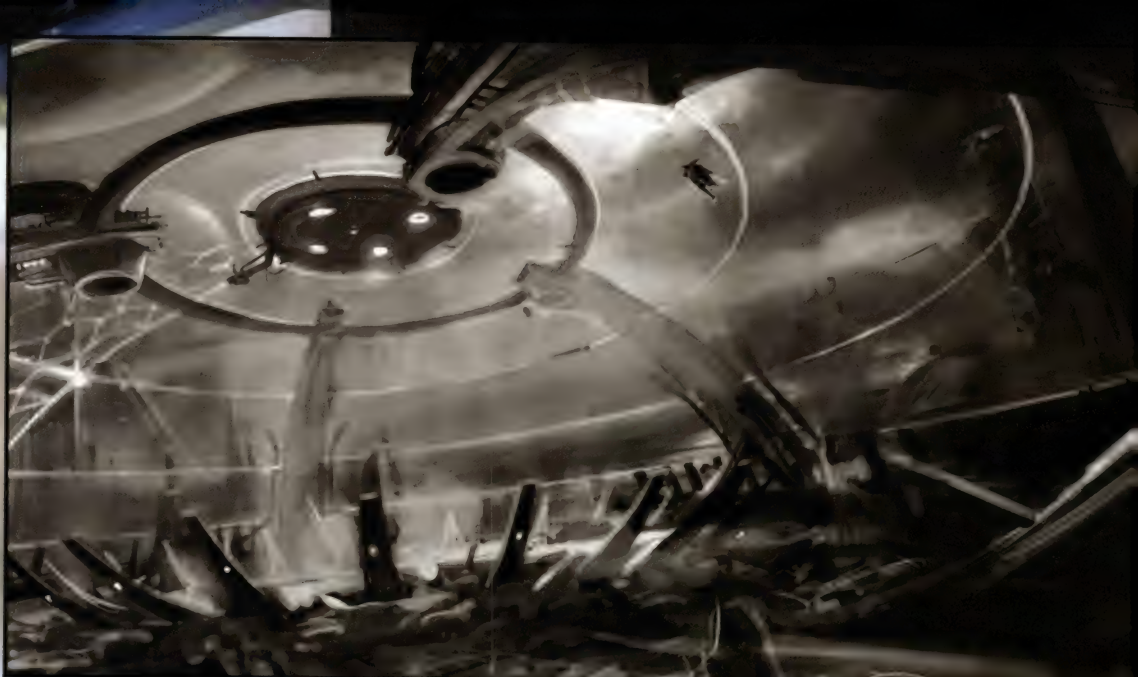




WARWORLD

CONCEPTUAL ART GALLERY













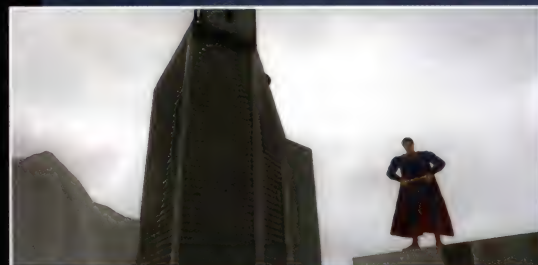


ACT III BIZARRO!

This Act revolves around Bizarro, another longtime nemesis of Superman. Bizarro is known as Superman's doppelganger, seeing the world through logic twisted to exactly the reverse of Superman's. For example, Bizarro believes that to "help" people, he must hurt them; to "save" Metropolis, he must destroy it. His superpowers are the reverse of Superman's: Flame Breath, Ice Vision, and Vacuum Breath. Even the "S" on his chest is backwards. So although Bizarro is in fact often well-meaning, his actions end up aiding the cause of evil and destruction.

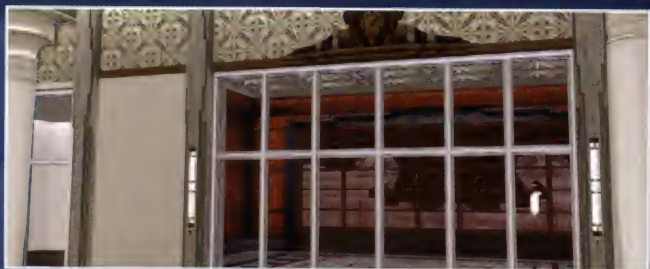
By now you should be familiar with the random nature of Metro Events in Metropolis. You can see which enemies can spawn in each chapter by checking the "XP Possible" tables.

In general, be ready for anything.



OVERVIEW MAP

Although most Act III events unfold at random times and locations, a few occur at a preset time and place. We've marked the locations of these events on the city map for you. Most involve the various appearances of Superman's Act III arch-nemesis, Bizarro.



BIZARRO'S BESTIARY: ENEMY STATS AND COMBAT STRATEGIES FOR ACT III

Robot Remnants

Metallo may be gone, but his minions still menace the city, and you'll face some of them in Bizarro's chapters. Robot stats and info remain the same as in Act II, so refer back to the "Robot Roll-Call" at the beginning of our Act II walkthrough for a review of how to beat the bot baddies.

Scoldfire: Flame

Health	1000
Rating/Cost	7
Attacks	Flame-breath, Fireball, Pick up and throw
Immunities	Immune to Heat Vision
Max Speed (mph)	120
PERCENT CHANCE TO BLOCK YOUR ATTACKS:	
Melee/Superpower	0/0

NOTES

Freeze breath combo'd into a Superspeed ram will make short work of flame Scoldfires. Freezing and then throwing them also does heavy damage.

Scoldfire: Frost

Health	1000
Rating/Cost	10
Attacks	Frost-breath, Pick up and throw
Immunities	Immune to Freeze Breath
Max Speed (mph)	120
PERCENT CHANCE TO BLOCK YOUR ATTACKS:	
Melee/Superpower	0/0

NOTES

Heat Vision is best against the frosty Scoldfires as long as you can dance away from their freeze attacks. These Scoldfires tend to bum rush Superman, so flying around and away from them is key to managing your stamina. If all else fails, use air melee attacks, ramming them at Superspeed and punching away.

Gnarri

Health	3000
Rating/Cost	20
Attacks	Explosion, Leaping Claw, Jump kick, Time-bomb power response
Immunities	Immune to Superbreath and Grab attacks
Max Speed (mph)	42
PERCENT CHANCE TO BLOCK YOUR ATTACKS:	
Melee/Superpower	50/50
Special	Stone form regeneration

NOTES

It is tempting to use your superpowers against Gnarri's since they're so brutal in groups, but your heat and freeze powers have only a 50 percent chance of hitting, plus you trigger the nasty side effect of a massive energy blast backlash from angry Gnarri's hit by superpowers. This backlash inflicts heavy damage to city health.

Master your combo strings and your one-versus-many brawling techniques (including area attacks like Earthquake and Supernova) to do well against the Gnarri's. The moment a Gnarri assumes its stone form, attack it *immediately* with combos before it can fully regenerate back to its normal form.

Stone Gnarri

Health	1000
Rating/Cost	N/A
Attacks	None
Immunities	Immune to all superpowers
Max Speed (mph)	0
PERCENT CHANCE TO BLOCK YOUR ATTACKS:	
Melee/Superpower	0/100
Special	Respawns Gnarri after 30 seconds

NOTES

When you knock a Gnarri's health bar down to zero, the beast petrifies into stone. This stone form sits there unmoving for 30 seconds, after which the Gnarri regenerates its original self with full health—that is, unless you can manage to batter the stone form into pebbles before the regeneration time's up. Superpowers don't work on the Stone Gnarri, but simple melee combos are enough to smash it.

CHAPTER 9: D.N.AWFUL

OVERVIEW

ACTION CHECKLIST

1. Defeat Bizarro.
2. Defeat subsequent waves of enemy beasts and bots and extinguish any building fires that occur until you accrue 200,000 XP.

BONUSES EARNED

Chapter Completed: "Burst Arctic Blast Combo"

XP AVAILABLE

POSSIBLE METRO EVENTS

XP EARNED

	Xbox 360	PS2/Xbox
Bizarro (non-random)	15,000	12,000
Decrep-bots & Bruizer Bots	7,500	6,000
Speedbots & Flyerbots	7,500	6,000
Bruizer Bots & Flyerbots	7,500	6,000
Scoldfires	7,500	6,000
Gnarls	7,500	6,000
Scoldfires & Decrep-bots	7,500	6,000
Bruizer Bots, Decrep-bots, Tanker	7,500	6,000
Scoldfires Cause Fires	7,500	6,000
Fires (Wildfire)	7,500	6,000

Difficulty Level: E (Easy)

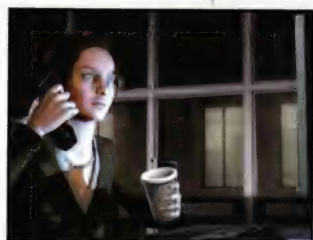
Total XP Needed to End Chapter: 200,000



BIZARRO

Health	18,000
Rating/Cost	N/A
Attacks	Heat Breath, Freeze Vision, Vacuum Breath, Five-punch combo, Supernova, Earthquake, Uppercut to Superdrop, Pick-up and throw citizens/vehicles
Immunities	Resistant to burst powers, Immune to Grab attacks
Max Speed (mph)	Fast as Superman!
PERCENT CHANCE TO BLOCK YOUR ATTACKS:	
Melee/Superpower	50/50

Follow the Critical Objective icon (the question mark) to the Daily Planet to open the chapter, which also marks the beginning of Act III. (If you saved your game at the end of the Chapter 8 and reload it later, Superman appears hovering directly in front of the Daily Planet building.) Fly toward the globe atop the building to trigger a scene in which Lois Lane tracks down the source of the recent EMP wave that knocked out power.



Lois zeroes in on Lex Luthor's HQ at the Vanderworth property, and also gets the latest scoop on the street chaos caused by escapees from a genetics lab.



Lois learns that the wave emanated from the Vanderworth property. She also hears that the power outage allowed Bizarro and other clone experiments to escape from Cadmus across town in the Research Park district. Reports of flying monsters are coming in from that area.

After the cinematic ends, follow either one of the two Superhearing icons that appear within 60 seconds or so. Either one leads you to Bizarro in the Research Park district on the west end of town. We prefer the northernmost location with its open park for easier maneuvering.

Defeat Bizarro: "Me Am You"

Bizarro has great destructive powers and an obsessive, reverse-logic urge to "save" Metropolis by obliterating it. The key is to keep him occupied with "helping" (destroying) you instead. Get his attention with superpower blasts—but use them without burst activation, as he's immune to burst superpowers. When you get in close, mix in any of your melee moves and combos except Grab attacks (he's immune to those, too) to deal damage to him. Justice Bringer is a good combo against Bizarro.



Bizarro is *very* fast; keep your thumb near the Block button, ready to get defensive when he starts his long combo strings and intense superpower attacks. He has a 50 percent chance to block any attack you launch at him, so be patient and prepared for a long battle in which you wear him down slowly.



When you defeat Bizarro, he escapes and you gain 15,000 of the 60,000 XP you need to complete this chapter. The other 45,000 XP must be earned 7,500 at a time by completing six of the following Metro Events, which will occur in random order as before. Some possible events are waves of robots you've seen before. Other waves are comprised of the cloned creatures that have escaped from Cadmus.



“Size Synthesis” Waves

The “Size Synthesis” group is a combined squad of light Decrep-bots and heavy Bruizer Bots. Keep in mind that Heat Vision doesn't affect the flamethrower-equipped version of the Bruizer Bot; in fact, if you try to toast a Bruizer flamethrower with Heat Vision, Superman wonders aloud, “Why isn't this working?” or “My powers aren't having any effect on it!”

“Fast Flunkies and Flyers” Waves

This Metro Event features Speedbots and Flyerbots spawned together into Metropolis. Eliminate the flying menace first; their kryptonite pulse beams will be a thorn in your side until you knock them out. This mission requires a lot of Superspeed tracking. Remember to get up high when hunting for the next target; avoid slaloming through skyscraper canyons, which wastes chase time and causes too many collisions.

“Metallurgy” Waves

This combination features Bruizer Bots working together with Flyerbots. Immediately tag the flying robots before they spread out across the city, then turn your attention to the big, slow Bruizer Bots below.

“Tin Can Army” Waves

This special event features a big tanker truck on the Metropolis highway, surrounded by angry robots intent on blowing it up. Try to eliminate the Bruizer Bots and Decrep-bots before they can demolish the tanker and cause more destruction.



“Fire In the Sky” Waves

This event features a wave of Flame Scoldfires only, all intent on setting fire to Metropolis structures. You will see the green enemy icons of the Scoldfires in the distance; if one of the beasts manages to start a building fire, an orange event icon will appear to mark the location of the blaze. (For more information on putting out fires, check out “Wildfire Events” in this chapter.)



These monsters are easily handled with Freeze Breath and a quick Superspeed ram. While flying, use your Target Lock to lock on a Scoldfire and Superspeed toward it while at the same time blowing frosty breath. The flying beast will be frozen by the time you hit it, and one good ram knocks it out of the sky.



When you see an orange icon appear amongst the green ones during a Scoldfire battle, speed to it and use Freeze Breath to put out the building fire.

“Cloned Creeps” Waves

Speed to this event to find a pack of nasty Gnarrls howling and wreaking havoc. Don’t use your superpowers on them! A superpower attack on a Gnarrl just triggers an explosive “time bomb” response. Don’t try to grab Gnarrls either; they’re immune to Grab attacks. Instead, pound it out with them. Hit individual Gnarrls with punches and combos, or if they’re swarming you, hit all of them with an area attack like Earthquake or Supernova.



A well-timed Thunderclap or Supernova can get a Gnarrl swarm off your back.



Immediately punch out any Gnarrl that turns to stone, or else it will regenerate a new Gnarrl with full health. Don’t use superpower attacks on the stone form.

It’s important to note that Gnarrls can regenerate themselves back to full health. When you knock a Gnarrl’s health bar down to zero, the beast petrifies into a stone form. After 30 seconds, the stone form regenerates into a fully healed Gnarrl. So the *moment* you see Gnarrl petrify, ignore all other foes and start hammering the stone with punches and melee combos. Don’t use superpower attacks, because the Stone Gnarrl is immune to them.



"Air Pyre" Waves

This is a wave of mixed Frost and Flame Scoldfires. It's easy to distinguish between the two types: Frost Scoldfires are mostly white, while Flame Scoldfires are mostly red. As mentioned before, nail Flame Scoldfires with Freeze Breath and a Superspeed ram or punch. Conversely, lock onto Frost Scoldfires with Heat Vision and then follow up with a good punch combo to finish them off and preserve your superpower stamina.



Common sense tells you what to do: Attack Frost Scoldfires with Heat Vision, and Flame Scoldfires with Freeze Breath.



Cold Rises, Heat Sinks?

Yes, it's the opposite of what hot and cold do. But Frost Scoldfires tend to fly up high and attack Superman in a swarm, while Flame Scoldfires stay down low, flying through the buildings and streets, toasting the city.

Superman will tell you if you're using the wrong superpower on a Scoldfire target. He'll say, "My powers aren't having any effect on it!" or "I need a different strategy!" Just remember, be logical: use cold versus hot, and vice versa, and you can't go wrong.

"A Bad Mix" Waves

This wave features Scoldfires (both the Flame and Frost varieties) in the air and Decrep-bots on the ground. Employ the usual tactics for a mixed-wave: nail the mobile fliers first, using the tactics mentioned previously for fighting Scoldfires. Then return for the lumbering ground troops.

"Wildfire" Events

"Wildfires" are building fires, but they're bigger, harder to put out, and more destructive than the "Blaze" events you faced in Act II. Fortunately, by now you've upgraded Superman's Superbreath to Level 2, adding more power when you extinguish fires by blowing them out. Speed straight to the burning structure and put out the flames as fast as possible; no foes impede your progress.

Water Tower Tactic

Many Metropolis buildings have water towers on their roofs. An excellent firefighting technique is to have Superman grab these towers and fling them at hotspots on blazing buildings.



CHAPTER 10: METROPOLIS MENACES

OVERVIEW

ACTION CHECKLIST

1. Defeat Bizarro again.
2. Defeat subsequent waves of enemy beasts and bots, and extinguish any building fires that occur until you accrue 290,000 XP.

BONUSES EARNED

Chapter Completed: "Powered-Up Superbreath to Level 3"

XP AVAILABLE

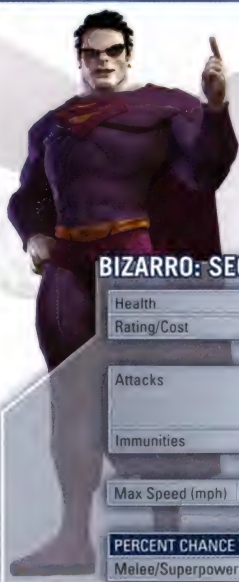
POSSIBLE METRO EVENTS

XP EARNED

	Xbox 360	PS2/Xbox
Bizarro (non-random)	20,000	18,000
Gnarls	10,000	9,000
Scoldfires	10,000	9,000
Scoldfires & Decrep-bots	10,000	9,000
Scoldfires & Bruizer Bots	10,000	9,000
Scoldfires Cause Fires	10,000	9,000
Fires (Combustion)	10,000	9,000

Difficulty Level: F (Medium)

Total XP Needed to End Chapter: 290,000

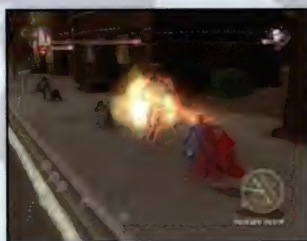


BIZARRO: SECOND ENCOUNTER

Health	18,000
Rating/Cost	N/A
Attacks	Heat Breath, Freeze Vision, Vacuum Breath, Five-punch combo, Supernova, Earthquake, Uppercut to Superdrop, Pick-up and throw citizens/vehicles
Immunities	Resistant to burst powers, Immune to Grab attacks
Max Speed (mph)	Fast as Superman!
PERCENT CHANCE TO BLOCK YOUR ATTACKS:	
Melee/Superpower	50/50

Defeat Bizarro: "Me Am Still You"

Follow either one of the two Superhearing icons that appear; both lead to another encounter with Bizarro and his bizarre view of reality. "Bizarro must do good!" he grunts... before smashing the holy heck out of everything in sight.



Once again, keep Bizarro's focus on you and away from Metropolis and its citizenry. Use superpowers to draw his attention, then pummel him with combos.

"Metropolis Menaces" repeats some of the Metro Events of the last chapter, but adds one new attack wave and a newer, bigger variety of city fire. It starts with a second appearance by Bizarro.

HOW TO BEAT BIZARRO

DESIGNER NOTES

"Tactics learned when fighting Mongul on Warworld will serve you well against Bizarro. Block his attacks, and counter when he goes up for the Earthquake slamdown. Or, use the 'Surprise Exchange' to get behind Bizarro and strike his exposed backside."

—Matt Greig, EA

Use the same tactics against Bizarro that you used in your first fight against him in Chapter 9. All of Bizarro's stats are the same as before, so the fight should proceed the same way as it did in the previous chapter. When you send him fleeing again, you gain 20,000 of the 90,000 XP you need to complete the chapter. Each subsequent Metro Event in Chapter 10 is worth 10,000 XP apiece, so now you must complete seven more events.

"Misshapen Madness" Waves

Scoldfires and Bruizer Bots make a particularly lethal combination. Quickly eliminate the fliers; remember that Frost Scoldfires roam higher and swarm, while the Flame version tends to stay low, near the streets. Once the Scoldfires are gone, hunt down the Bruizer Bots, using all the attack techniques you learned back in Act II. Remember, in particular, that the Bruizers with flamethrowers are immune to your Heat Vision. They also like to torch citizens, so keep a sharp eye out for these red bots. They should be your primary ground targets.

"Combustion" Events

"Combustions" are building fires, but they go up yet another level in intensity from the "Wildfires" you saw last chapter. A Combustion fire is bigger, harder to put out, and considerably more destructive. As always, speed straight to the burning structure and put out the flames as fast as possible; no foes impede your progress.

CHAPTER 11: AIR PRESSURE

OVERVIEW

ACTION CHECKLIST

Protect the blimp flotilla from successive waves of attacking Scoldfires.

BONUSES EARNED

Chapter Completed: "Burst Justice Bringer Combo"

Chapter Completed: "Powered-Up Freeze Breath to Level 3"

XP AVAILABLE

METRO EVENTS POSSIBLE

Objectives
Protect the Blimps
(non-random event)

Difficulty Level: F (Medium)

Total XP Needed to End Chapter: 320,000

**XP EARNED
(ALL VERSIONS)**
XP Earned
30,000

Fly toward the Critical Objective (question mark) icon over the Research Park district. As you approach, your screen suddenly fills up with green enemy icons! Up ahead, marked by "Citizen in Distress" icons, are three Metropolis blimps hovering above the city. Closing in on them are flocks of hungry, vicious Scoldfires. Guess what your job is here?



Scoldfires from all over the map are zeroing in on the blimp flotilla.



Protect the Blimps!

Yes, you're Superman, and those blimps need escort. This is a tough mission. An unlimited number of Scoldfire waves attack one by one as the blimps make their painfully slow way across the skies of Metropolis. But keep in mind that only one of the three blimps needs to arrive at its destination (the Memorial Bridge) for you to successfully complete the chapter. Of course, Superman would never lose a blimp, would he?



► Both kinds of Scoldfire are roaming the skies in Air Pressure.



► First, find the Flame Scoldfires harassing the blimps, then freeze and ram them.

Adding to the difficulty is the fact that the attacking waves are comprised of *both* varieties of Scoldfire, Flame and Frost. So you must carefully monitor which type you have sighted in your Target Lock and then switch quickly to the appropriate superpower—Freeze Breath (for Flame Scoldfires) or Heat Vision (for Frost Scoldfires)—in your attack.



The Flame Scoldfires are more dangerous to the blimps; they can set the blimps on fire with their hot breath. Look for them to hover close to blimps, attacking the aircraft, while the Frost Scoldfires patrol in a wider arc and try to swarm you whenever you approach. Don't get caught up in rushing wildly from blimp to blimp if multiple blimps are in trouble. Stay at one craft and clear out all attackers, then use Superbreath to blow out any flames on the blimp before you speed to the next one. If a blimp under attack has multiple fires burning on it, blow them out *before* you deal with the Scoldfires.

Scoldfire Priorities

The Frost Scoldfires are more interested in attacking you, while the Flame Scoldfires are focused on attacking the blimps.



Hang in there. It's a wild fight. Try to clear the air around the blimp currently in trouble, then find and speed out to meet the next wave of Scoldfires *before* they reach the blimp they plan to attack.



CHAPTER 12: ODDITIES' END

OVERVIEW

ACTION CHECKLIST

Defeat all enemy waves of beasts and robots and extinguish any building fires that occur until you accrue 420,000 XP.

BONUSES EARNED

None

XP AVAILABLE

POSSIBLE METRO EVENTS

XP EARNED

	Xbox 360	PS2/Xbox
Gnarrls	12,500	10,000
Scoldfires	12,500	10,000
Scoldfires & Decrep-bots	12,500	10,000
Scoldfires & Bruizer Bots	12,500	10,000
Scoldfires & Flyerbots	12,500	10,000
Gnarrls & Flyerbots	12,500	10,000
Gnarrls & Scoldfires	12,500	10,000
Scoldfires Cause Fires	12,500	10,000
Fires (Combustion)	12,500	10,000

Difficulty Level: G (Medium)

Total XP Needed to End Chapter: 420,000

This chapter features many of the same Metro Events you've faced before, but adds a trio of deadly new combinations. Each Metro Event completed is worth 12,500 XP, and you need 100,000 XP to successfully finish the chapter. Okay, we'll do the math for you: you need to eliminate eight waves of enemies (including extinguishing possible Combustion fires) in order to move on.

Check the XP Available table to view all possible Metro Events that can happen in "Oddities' End." The new ones introduced in this chapter are outlined here.

"Air Sickness" Waves

This is your worst aerial nightmare: Scoldfires *and* Flyerbots! Freeze Breath followed by Superspeed ramming will work for most of these targets, but keep an eye out for the Frost Scoldfires, which require a quick switch to Heat Vision.



▶ You can freeze and ram most of the "Air Sickness" foes.

“Clones and Drones” Waves

This event features powerful Gnarrls on the ground and pesky Flyerbots in the air. Although it's risky to let the Gnarrls rampage, your best bet is to hunt down the Flyerbots before they scatter too far, then return for the ground forces.



“A Gruesome Twosome” Waves

Here's a wave you've probably been dreading. This aptly named Metro Event grimly combines the two types of cloned beast into one grisly battle. Nasty Gnarrls run wild on the ground while a squadron of Scoldfires patrols the skies above them. Take out the Scoldfires first, then get down quickly for the gnarly ones on the ground.



CHAPTER 13: MIRROR MATCH

OVERVIEW

ACTION CHECKLIST

Defeat Bizarro!

BONUSES EARNED

Chapter Completed: "Burst Oath Keeper Combo"

Chapter Completed: "Powered-Up Stamina to Level 3"

Chapter Completed: New Costume: "Pod Suit"

XP AVAILABLE

OBJECTIVES

Bizarro Boss Battle

Difficulty Level: G (Medium)

Total XP Needed to End Chapter: 470,000

**XP EARNED
(ALL VERSIONS)**
50,000

BIZARRO: THIRD ENCOUNTER

Health	70,000
Rating/Cost	N/A
Attacks	Heat Breath, Freeze Vision, Vacuum Breath, Five-punch combo, Supernova, Earthquake, Uppercut to Superdrop, Pick-up and throw citizens/vehicles
Immunities	Resistant to burst powers, Immune to Grab attacks
Max Speed (mph)	Fast as Superman!
PERCENT CHANCE TO BLOCK YOUR ATTACKS:	
Melee/Superpower	50/50

Get ready for a marathon boss battle. Take a look at the total number of Health points Bizarro gets to spend: **70,000!** Note that he spends these over the course of several stages of the fight; you knock his health down to zero, or so you think—and then suddenly his health bar regenerates fully!

Follow the Critical Objective icon (the question mark) toward the business district's east island (in the Xbox 360 version), across the Memorial Bridge. Bizarro is waiting for you, and will come west to meet you on the span.



Bizarro has thrown down a super challenge. Go meet him for a final confrontation.

BIZARRO FINAL: PS2/XBOX VERSIONS

The Central Business Island only exists in the Xbox 360 version of the game. So the location of Bizarro's final appearance is elsewhere on the PS2/Xbox versions. Just follow the icon.

Bizarro Boss Battle

Overall, this "Mirror Match" closely resembles your first two fights with Bizarro. His stats remain the same, except for the insane overall boost to his health. (Again, he fully regenerates his health bar after each stage of the fight except the last one.) So fight him the same way you successfully beat him twice before. The battle does add a couple of new twists, however.

WINNING THE BIZARRO BOSS FIGHT

DESIGNER NOTES

This battle is one of the longer fights in the game, so you've got to be efficient in the earlier stages to survive Bizarro's final onslaughts.

Don't bother with air melee attacks when Bizarro is flying around; concentrate on short-range Heat Vision attacks to wear him down. While on the ground, watch out for Scoldfires that come to Bizarro's rescue; once they appear, destroying them should be your top priority.

Bizarro is also very vulnerable to the Justice Bringer and Arctic Blast combos—use these repeatedly to defeat him quickly.

SCOLDFIRE MINIONS

Shortly after you square off with Bizarro, a squad of his cloned allies joins the battle in support. This recurs regularly throughout the long battle. Every time a flight of Scoldfires appears, we suggest you break off from Bizarro and make quick work of the flying minions. Hurry, though! You don't want Bizarro to spend too much time undistracted in his quest to "save" Metropolis.

At regular intervals, Bizarro is joined by Scoldfires. Declaw them quickly and get back to beating the boss.



DUEL VISION

Several times as Bizarro's health bar drops, the scene shifts to a mini-game in which Superman and Bizarro lock in a duel of vision powers, pitting Superman's Heat Vision against Bizarro's Ice Vision. Look in the upper-left corner of the screen. A bar appears there, partially filled with green but emptying quickly; a controller button icon starts flashing onscreen, as well.



▶ Tap the controller button displayed onscreen in the upper-left corner to beat Bizarro in this vision power duel.

Quick! Rapidly tap the button shown as fast as you can to fill the bar with green. Keep watching the button icon, because it will change every few seconds, displaying a different button to tap. If you tap fast enough to fill the bar with green, you win the challenge. When you return to the city to continue the battle, Bizarro's health bar in the upper-right corner refills all the way up—but his overall health has actually dropped. You can see this in the small health meter directly over Bizarro's head onscreen.

You will repeat this vision duel several more times. Keep tapping the displayed controller button as fast as you can, and you should win easily.

THE CHASE



▶ When Bizarro takes off, stay right on his tail.

After Bizarro's health bar drops close to zero a second time, he suddenly takes off like a bullet using his own Superspeed. Follow him using Target Lock to keep oriented and on his tail, and holding down the Superspeed button the whole time. Bizarro leads you around the outer edge of the island, then out over the ocean.

Keep locked on and chasing full speed. He leads you to the open green in the Research Park. When he arrives, he starts hammering away at the giant Superman statue there, which causes a lot of city health to bleed away. Stop him!

THE FINAL DUEL

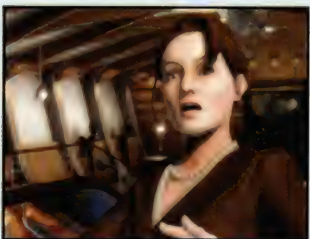
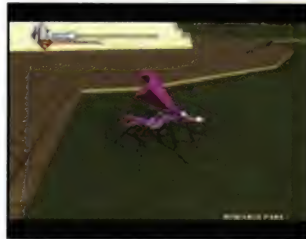
Yes, you see correctly: Bizarro's health bar just filled up again! But note that the health meter over his head is almost depleted. Keep hammering away at him, alternating between melee and superpower attacks. More Scoldfires join the fray, but by now you should be pretty adept at knocking them out quickly.



▶ More Scoldfires try to stick their snouts into the fight as it reaches a climax. Take a few seconds to remove them from the battle, then finish off Bizarro.



You should trigger another vision duel soon. After this one, Bizarro finally falls to the ground, spent. Finally! You pick up a sweet 50,000 XP and some nice power-ups. Follow the Critical Objective (question mark) icon to the globe atop the Daily Planet once again.



This triggers a long cutscene starring Lois Lane and Lex Luthor. Lois investigates the Vanderworth estate only to get caught aboard Lex Luthor's yacht. Lex tells of his dastardly plan for a crystal-born continent that would be a catastrophe for mankind. And he reveals a little secret he has in store for Superman.





ACT IV *RIOT!*

Although Act IV's title suggests that the arch-criminal Riot is your primary nemesis, you also face some intense boss-style battles with Mongul and his Warworld gladiators, Plahtune and Overkash. The powerful EMP pulse from Lex Luthor's crystal experiment has left the skies dark and stormy over Metropolis. Beasts and criminals roam the streets. Superman has his work cut out for him, doesn't he?

As we mentioned before the last Act, you should be quite familiar with the random nature of Metro Events in Metropolis by now. You can preview which enemies can spawn in each chapter by checking the "XP Possible" tables.



OVERVIEW MAP

Although most Act IV events unfold at random times and locations, a few occur at a preset time and place. We've marked the locations of these events on the city map for you. Most involve the various appearances of Superman's Act IV arch-nemesis, Mongul.

ACT
IV

FIRST MONGUL APPEARANCE (arrives at two possible locations)

SECOND MONGUL APPEARANCE (arrives at two possible locations)



THE RIOT ACT: ENEMY STATS AND COMBAT STRATEGIES FOR ACT IV

Small Terminate

Health	1500
Rating/Cost	8

Attacks	Round-about bash, Two-handed rake, Terminate fist combo
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Immunities	Immune to all superpowers
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Max Speed (mph)	13
-----------------	----

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	5/0
------------------	-----

Special	Growth and Ground Smash as response to superpower attack
---------	--

NOTES

Superpowers trigger a nasty response from Terminates: If you blast a small Terminate with any superpower, the beast suddenly grows large and unleashes a powerful ground smash before it shrinks back down. Thus, superpowers do not hurt Terminates; they just make them angry.

So you're best served by going toe to toe with them and perfecting your melee combo skills. Throwing Terminates around to keep them scattered is a very effective strategy, too, especially since they like to attack in swarms.



Big Terminate

Health	3000
Rating/Cost	22

Attacks	Round-about bash, Two-handed rake, Terminate fist combo, Ground smash (as normal melee attack)
---------	--

Immunities	Immune to all superpowers
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Max Speed (mph)	13
-----------------	----

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	5/100
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NOTES

The big Terminate is twice as durable as its smaller cousin, so it can really take punishment. Plus, it features a nasty ground smash melee attack. Like Gnarrls, Terminates tend to swarm their foes, so master your combo strings and one-vs-many brawling techniques (Earthquake and Supernova) to do well against Terminates of all sizes.



Riot

Health	1200
Rating/Cost	30

Attacks	Jailhouse Kick, Convict Slap, Throw citizens
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Immunities	Resistant to burst superpowers
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Max Speed (mph)	14
-----------------	----

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	0/50
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Special	Splits when damaged, Throws Riot clones (Splitting Headache) to create more
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NOTES

Fighting Riot is a real juggling act. He isn't that tough alone, but any of your basic melee attacks will cause Riot to split, creating duplicates of himself. Superpower attacks won't trigger this duplication response, but Riot's very good at blocking your superpowers (50 percent chance). Not only that, but when the duplicated Riots dwindle to only a few remaining, they attack each other to bolster their numbers!

So how do you beat such a foe? The key is to be very surgical about reducing Riot numbers. The best way to take out individual Riot-replicants is to freeze them with Freeze Breath and then unleash a strong melee attack or a Heat Vision blast. When only a few Riots remain, prevent them from hitting each other by keeping them separated with strong blasts of your Superbreath, or freeze the whole lot of them with your Burst Freeze Breath superpower, and then destroy them quickly, one by one.



Platlune

Health	1500
Rating/Cost	N/A

Attacks	Grenades, Rockets, Backhand/forehand blows with Rifle
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Immunities	None
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Max Speed (mph)	20 ground, 50 air
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PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	5/20
------------------	------

NOTES

These stats only apply to Platlune as he appears in Act IV.

Even though Platlune can fly, he's good at discouraging Superman from flying, as well. A good tactic is to land and draw Platlune into hand-to-hand combat so that his missiles and grenades don't come into play as much. Use your dodge move if you see a cluster of Platlune projectiles heading your way.



Overkhost (small)

Health	5000
Rating/Cost	N/A
Attacks	Power Clap, Over-the-top Hook, Fires seeker orbs
Immunities	None
Max Speed (mph)	7
Special	Grows to huge shadow form
PERCENT CHANCE TO BLOCK YOUR ATTACKS:	
Melee/Superpower	0/75

Overkhost (large)

Health	5000
Rating/Cost	N/A
Attacks	Radial Blast, Fires seeker orbs
Immunities	Immune to all attacks except thrown objects
Max Speed (mph)	0

PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Melee/Superpower	100/100
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NOTES

Overkhost (Small): Small Overkhost is so good at dodging your superpowers that they're scarcely worth using against him. The most effective way to attack Overkhost is to toss objects against him, though he is also very vulnerable to air juggle combos—that is, knock him airborne with a good UpperCut, then switch to flight and keep knocking Overkhost upward into the air without allowing him to hit the ground. This inflicts good damage, plus foes cannot block or counter-hit when they're being "juggled" this way.

Overkhost (Shadow Form): The *only* way to fight Overkhost's massive shadow form is to use your environment (i.e., throw cars and things at him). Be wary of his seeker orbs; they'll knock you down and destroy anything you're holding. Escape their blast by slipping behind structures; a good move is to grab a car, duck behind a building as the seeker orbs emanate, then rush out with plenty of time to hurl your object at him. Big Overkhost's dome blast is quite powerful and inflicts significant damage on the city, so be relentless and quick about tossing projectiles at him.

CHAPTER 14: EARLY PAROLE

OVERVIEW

ACTION CHECKLIST

Defeat waves of enemies and extinguish any building fires that occur until you accrue 650,000 XP.

BONUSES EARNED

Chapter Completed: "Powered-Up Superbreath to Level 4"

XP AVAILABLE

POSSIBLE METRO EVENTS

XP EARNED

	Xbox 360	PS2/Xbox
Scoldfires	20,000	15,000
Gnarrls	20,000	15,000
Scoldfires & Flyerbots	20,000	15,000
Gnarrls & Flyerbots	20,000	15,000
Terminites	20,000	15,000
Riot	20,000	15,000
Decrep-bots & Terminites	20,000	15,000
Scoldfires Cause Fires	20,000	15,000
Gnarrls & Scoldfires	20,000	15,000
Fires (Inferno)	20,000	15,000
Fires (Incinerator)	20,000	15,000

Difficulty Level: H (Hard)
Total XP Needed to End Chapter: 650,000

Chapter Walkthrough

Lex Luthor's crystal-triggered EMP blackout has caused a lot of grief around the storm-darkened city. We already know about the release of cloned beasts from the Cadmus Labs. Now we learn that the Metropolis correctional center suffered a voltage overload explosion that tore a hole in a Terminate cell wall. The breach released hordes of the lethal monsters. The power problem also caused a complete malfunction in inmate Riot's containment unit. Looks like some very nasty things are now loose on the city streets.



You've already seen some of this chapter's Metro Events in previous chapters—"Cloned Creeps," "A Gruesome Twosome," and so on. The new events are listed on the following pages.

“Strong-Arm Tactics” Waves

This Metro Event features a pack of snarling Terminites. Stick to your melee combo skills against this new threat; all Terminites are immune to superpower attacks, plus the smaller variety of Terminite responds angrily by growing temporarily large and unleashing a brutal Ground Smash. Use Grab and then fling Terminites into each other, since they tend to fight in packs.



ACT
IV

“Return of Frederick von Frankenstein” Waves

Here's your introduction to the arch-criminal known as Riot. A “Riot wave” is quite a challenge because of his unsettling ability to duplicate himself when hit by a punch. Check out our anti-Riot advice in the Enemy Stats and Combat Strategies section at the beginning of this Act IV walkthrough. The idea is to carefully lower his numbers one at a time, sticking to superpower attacks, and then keep the last few Riots away from each other. Unfortunately he's good at dodging your superpowers, so be patient.



HOW TO BEAT RIOT

DESIGNER NOTES

“Riot can be tricky if you don't know how to handle him, but he's cake once you learn his weakness. The most efficient strategy is to use Blast Freeze Breath to freeze multiple Riots, then start taking them down one by one with Heat Vision blasts or melee combos. Just be careful when using melee hits—if you accidentally hit a non-frozen Riot, you'll trigger his split response and add yet another Riot to your foe's force.”

—Matt Greig, EA



“Evil Alliance” Waves

This is a sneaky pairing because your superpowers work so well against Decrep-bots, but totally backfire if you use them against Terminites. Remember to extinguish the lit head-top fuses on the red Decrep-bot bombers or they will explode when you destroy them.



“Inferno/Incinerator” Events

Inferno and Incinerator fire events are ever-bigger building fires. An Inferno is actually a smaller fire than the previous fire type, Combustion, but Inferno afflicts two separate buildings at once. An Incinerator building fire is much bigger, and burns with much greater intensity, making it harder to put out and considerably more destructive.

As always, speed straight to any burning structure and put out the flames as fast as possible; no enemies will impede your progress during these fire events. Glide up one side of the burning structure, then down the opposite side using measured, efficient Superbreath blasts.



CHAPTER 15: METROPOLIS RIOTS

OVERVIEW

ACTION CHECKLIST

1. Defeat Mongul.
2. Defeat subsequent waves of enemies and extinguish any building fires that occur until you accrue 900,000 XP.

BONUSES EARNED

Chapter Completed: "Corkscrew Combo"

XP AVAILABLE

POSSIBLE METRO EVENTS

XP EARNED
(ALL VERSIONS)

Mongul (non-random event)	50,000
Plahtune	25,000
Overkhast	25,000
Riot	25,000
Terminites & Flyerbots	25,000
Terminites	25,000
Terminites & Scoldfires	25,000
Terminites & Bruizer Bots	25,000
Scoldfires Cause Fires	25,000
Gnarrls & Scoldfires	25,000
Fires (Inferno)	25,000
Fires (Incinerator)	25,000

Difficulty Level: I (Hard)

Total XP Needed to End Chapter: 900,000



MONGUL

Health	10,000
Rating/Cost	N/A
Attacks	One-Two Punch combo (fast!), Luning Punch (fast!), Dash Attack, Ground Pound, Head Smash
Immunities	Immune to all superpowers
Max Speed (mph)	10
PERCENT CHANCE TO BLOCK YOUR ATTACKS:	
Superpower	100
Special	Summons Overkhast

NOTE

These stats apply only to Mongul as he appears in this chapter. His stats change in later appearances.



► Mongul brings his vicious Warworld sense of vengeance to Metropolis.

"Metropolis Riots" includes several Metro Events from the last chapter, plus the big opening battle with Mongul and five new enemy wave combinations. When the first Superhearing icon appears onscreen, follow it to the Industrial District site (see our map) to trigger your meeting with Mongul.

NEW RIOT

The Metro Event in which Riot appears is now named "In the End, Only One Will Remain."



Defeat Mongul: "Vengeance"

Mongul has learned a few new moves since Warworld. But the basic strategy for beating him remains the same: block or dodge his brutal combos, and then counter with Surprise Exchange (while dodging) and melee combos. By now you should have mastered long combo strings, cancels, and juggling, so use those all to defeat Mongul as fast as you can. Keep pressing him hard to keep his attention on you, because Mongul can deal out a lot of city damage in a short time.



HOW TO BEAT MONGUL IN METROPOLIS

DESIGNER NOTE

Use the same strategies here as you did when you first fought Mongul on Warworld. Block his attacks, then strike when he goes up for a power attack. When Mongul summons Overkhash, make sure to focus on Overkhash first—he inflicts more damage if left unattended than Mongul does.

When Mongul's health bar drops to about 50 percent, he summons in Overkhash, his Warworld gladiator champion—well, at least until *you* beat him. You can ignore Overkhash if city health is in good shape, and just concentrate on hammering Mongul, because when Mongul falls, you've won. But if Overkhash grows into his massive shadow form, you'd better start throwing cars at him, because the big brute may destroy too much of the city for you to ignore. Throwing things is the only way to hurt Big Overkhash; all other attacks are useless. Knock him back down to regular size, and then turn your attention back to Mongul again.



“Nowhere to Run” Waves

This fight is a handful. Terminites and Flyerbots combine to make life miserable for the Man of Steel. Hunt down all of the roving fliers first, hitting them with Freeze Breath on a Superspeed attack run, then ramming the frozen bots out of the sky. Next, get down to the streets to mix it up with the Terminites. Remember, no superpowers—just punch it out with the groundlings.

“Full-Tilt Firebrands” Waves

This wave pits you against both Terminites and Scoldfires. Knock the fliers out of the skies with the appropriate superpowers first—Freeze Breath and Superspeed ram for red Flame Scoldfires, Heat Vision blasts for white Frost Scoldfires. Then track down the buggy beasts on the ground and pummel them into submission with melee combos.

“The Hit Squad” Waves

Terminites and Bruizer Bots combine in this brutal ground assault. Remember to stick to melee attacks against the Terminites, but mix it up against the Bruizers, using Freeze Breath to stun them. And don't forget that the red flamethrower Bruizer Bot is immune to Heat Vision.

“Each of Him Has a Score to Settle” Waves

In this wave, the first gladiator you fought back in Warworld, Plahtune, makes a reappearance, seeking retribution for his ignominious defeat in the arena. When his “refleclones” spread out over the city, they fire grenades and rockets from their multi-use rifles. Zoom in close to neutralize the rifle, and knock out each refleclone quickly, speeding from target to target—they're weak individually.



HOW TO BEAT PLAHTUNE IN METROPOLIS

DESIGNER NOTES

“Fighting Plahtune in the city is trickier than on Warworld, as the Plahtune refleclones can spread out and start rapidly demolishing the city. Tactics versus the refleclones remain the same as on Warworld, however—rely your Heat Vision attack, while staying out of range of the grenades that the refleclones fire.”

—Matt Greig, EA

“Formerly Undeclared” Waves

In this Metro Event, Overkash seeks a rematch... again. Hit him hard and dodge from his Power Clap, then repeat. When he gets big, throw cars. If you can hit him with a steady stream of vehicles, keeping him reeling, you can avoid his seeker orb attack and mighty radial blast.

HOW TO BEAT OVERKASH IN METROPOLIS

DESIGNER NOTES

“Don't take Overkash lightly—he can destroy the city in under a minute if you don't focus on him! Once he grows to his large form, a ‘duck and chase’ strategy is a good bet. First, get out of his range of vision so he can't hit you with his orb attack. Then, find an object to chuck back at him, preferably a tanker truck. Finally, dart out of cover, throw the object, and then duck back out of sight to search for another object.”

—Matt Greig, EA



CHAPTER 16: LEGION OF DESTRUCTION

OVERVIEW

ACTION CHECKLIST

Defeat enemy waves and extinguish any building fires that occur until you accrue 1,200,000 XP.

BONUSES EARNED

Chapter Completed: "Powered-Up Heat Vision to Level 4"

XP AVAILABLE

POSSIBLE METRO EVENTS

XP EARNED

	Xbox 360	PS2/Xbox
Gnarrrls	37,500	30,000
Gnarrrls & Scoldfires	37,500	30,000
Terminites	37,500	30,000
Terminites & Flyerbots	37,500	30,000
Terminites & Bruizer Bots	37,500	30,000
Terminites & Scoldfires	37,500	30,000
Riot & Flyerbots	37,500	30,000
Platune & Overkhash	37,500	30,000
Fires (Firestorm)	37,500	30,000
Fires & Lightning	37,500	30,000
Fires by Meteor	37,500	30,000

Difficulty Level: J (Very Hard)

Total XP Needed to End Chapter: 1,200,000

Chapter Walkthrough

This chapter adds a couple of very tough Metro Events to the ones you've seen earlier in the Act. You start with 900,000 XP and must get up to 1,200,000 XP, which seems like a huge task—another 300,000 XP in one chapter? But relax: each Metro Event is worth 37,500 XP, so you need only complete a manageable eight events to move to the next chapter. Still, the challenges are tough.

"Jail and Junkyard Await" Waves

Whew! Legions of Riot "duplicates," with air cover from sneaky, lurking Flyerbots—a particularly difficult combination of foes. Hunt and kill all the flying bots as quickly as you can, then get down to the Riot brigade before it gets out of hand.



After you swat the Flyerbots from the air, freeze multiple Riots and then whack them one by one.



“Gladiators’ Last Stand” Waves

Ah, Warworld comes back to haunt you yet again. Plahtune and Overkash are working together now, and that’s not good. The best tactic is to eliminate all the Plahtune refleclones first. Then, when your subsequent attacks on Overkash trigger his growth to giant shadow form, you can devote your full attention to throwing cars at the big guy, without distractions.



“Firestorm” Event

“Firestorm” fires are *huge* blazes, with highly intense flames burning up and down a huge building, giving Superman many hot spots to extinguish. Work fast! Don’t forget that you can toss water towers at hot spots to extinguish fires quickly.

CHAPTER 17: GRUDGE MATCH

OVERVIEW

ACTION CHECKLIST

Defeat Mongul!

BONUSES EARNED

Chapter Completed: "Powered-Up Freeze Breath to Level 4"

XP AVAILABLE

POSSIBLE METRO EVENTS

Mongul (Final Encounter)

Difficulty Level: J (Very Hard)

Total XP Needed to End Chapter: 1,300,000

**XP EARNED
(ALL VERSIONS)**
100,000



MONGUL

Health	15,000
Rating/Cost	N/A

Attacks	One-Two Punch combo (fast!), Lunging Punch (fast!), Dash Attack, Ground Pound, Head Smash
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Immunities	Immune to all superpowers
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Max Speed (mph)	10
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PERCENT CHANCE TO BLOCK YOUR ATTACKS:

Superpower	100
------------	-----

Special	Summon Overkash, Summon meteor storm
---------	--------------------------------------

NOTES

These stats apply only to Mongul as he appears in this chapter.

This chapter features only one Metro Event, a final battle with the despotic Mongul of Warworld. Follow either one of the two Superhearing icons to locations in the Industrial District.

Defeat Mongul: "Let This Be Our Final Battle"

This last Mongul fight is a marathon, requiring some stamina. His attacks are super-fast now, so be ready! Use the same tactics as when you met Mongul at the start of Chapter 15, blocking and dodging, then countering with combo strings.





As before, try to knock Mongul into the sky with Uppercuts and then follow up quickly with multiple hits that "juggle" him in the air before he hits the ground. If you can string together a few of these attacks, you will make decent headway against this juggernaut foe.

ACT
IV



Mongul throws two new wrinkles into his attack. First, he summons down flaming meteors that take a great toll on Metro health if you let them strike the city. Immediately rocket directly upward at Superspeed and activate your Freeze Breath superpower. As the meteors tumble into view, use Target Lock and then blast the fiery boulders into cold grits with your Freeze Breath.



Daily Planet

SUPERMAN VICTORIOUS!

Return to Mongul bashing. After his health drops a bit further, he summons up a new threat: swarms of Plahtune refleclones. By now you know how to handle these enemies, but know that Mongul will harass you, too, making this fight much tougher. Don't be afraid to get in your combo hits on Mongul even while dashing around to hunt down the Plahtune corps. The quicker you take down Mongul's health, the better your situation.



Expect to see a few more meteor and Plahtune waves as the fight progresses and Mongul gets increasingly desperate. But through it all, keep getting in your licks on Mongul, because when he goes down, it's all over.

After your victory, follow the question mark icon to the top of the Daily Planet building and trigger the spectacular chapter transition cinematic. As Lex Luthor prepares to seed the ocean with a kryptonian crystal, Lois Lane manages to communicate the location to the Daily Planet.

WINNING THE MONGUL BOSS BATTLE

DESIGNER NOTES

"Two big twists highlight this climactic battle. Being attentive to both will increase your chances of success here, as this battle is quite tough."

"First off, Mongul will begin to taunt you and summon Meteors, which do a lot of damage to the city if they are not destroyed. Even more importantly, each meteor destroyed gives you a Metropolis Health bonus, so do everything you can to destroy them (even if it means leaving Mongul unattended)."

"The second twist is Mongul's summoning of several Plahtune refleclones. Make sure to attend to the Plahtune clones immediately, because they will scatter in all directions if left alone. Mongul will follow you anyway if you take off after a Plahtune refleclone, so you can keep getting in licks against Mongul as you mop up the many Plahtunes."

—Matt Greig, EA





Jimmy Olsen shows the fax to Clark Kent, who knows what he must do. As the scene ends, we see a sample of the awesome power that Lex has unleashed on the city.

ACT
IV



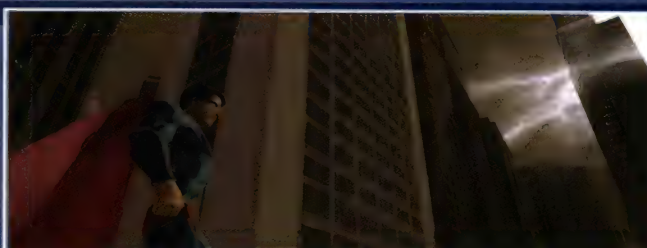
ACT V

CONCLUSION!



OVERVIEW MAP

Here it is: the grand finale. Lex Luthor has uncorked the genie's bottle and unleashed a climatic (*and* climactic) cataclysm on Metropolis. Superman has proven himself a match for any megalomaniac or monster who wants to hurt Metropolis and its citizenry. But can the Man of Steel stand up to Mother Nature?



CHAPTER 18: FORCE OF NATURE

OVERVIEW

ACTION CHECKLIST

1. Neutralize the smaller tornadoes.
2. Extinguish the building fires.
3. Protect citizens from the giant tornado.
4. Neutralize the giant tornado.

BONUSES EARNED

Chapter Completed: "Powered-Up Stamina to Level 4"

Chapter Completed: New Costume—"Golden Age Superman"

XP AVAILABLE

OBJECTIVES

	XP EARNED (ALL VERSIONS)
First tornado	10,000
Two tornadoes and fires	20,000
Second Tornado Wave	20,000
Giant Tornado	50,000

Difficulty Level: J (Very Hard)

Total XP Needed to End Chapter: 1,400,000

As the chapter opens, a tornado twirls down from the sky just off the Metropolis shoreline. The Professor says, "Well, a twister's just wind, so theoretically if you could counteract that wind you'd neutralize the twister." Let's give it a shot, shall we?



► A twister hits the ocean and starts churning toward the Metropolis shoreline below. Note the icon at its base.

Daily Planet

SUPERMAN VICTORIOUS!

First Tornado

Kick right into Superspeed and head straight for the orange icon near the base of the tornado. As you get closer, open up with a long Freeze Breath blast, aiming your targeting reticle at the orange icon. Note that the tornado has a health bar at the upper-right corner of the screen. As you hit its icon with Freeze Breath, the twister's health bar drops. Keep this up until the bar hits zero; the storm then sucks the twister back up into the sky, and you earn 10,000 XP.



AN APPROACH TO TWISTER MADNESS

DESIGNER NOTES

"This objective brings together everything you've learned throughout the game. It's long and it's tough, but can be mastered if you know what to look for."

"First off, put out fires as soon as they appear; burning fires do a lot of damage to the city, and will sink your chances of success if left unattended for too long. Note that you can push the smaller tornadoes away from the city using Superbreath to reduce damage."

"Second, try to rescue all 'citizens in distress' when called upon. Each rescued citizen gives you a Metropolis Health bonus, which makes the rest of the objective much more manageable."

—Matt Greig, EA





► Head first to blow out the two building fires on the industrial islands. Then turn your full attention to the second tornado.

Second Tornado and Island Fires

The moment you see the first tornado retract into the sky, speed directly across the water toward the middle island of the Industrial District. As you approach, you see another tornado drop from the sky on the far side of the island. You also see some buildings on fire and hear Superman say, "The industrial island is in trouble!"

Switch to Burst Superbreath and quickly put out the two building fires on the island. (You can blow over rooftop water towers to hasten the fire dousing.) Then head for the tornado and use Freeze Breath, again targeting the orange icon low on the twister. This twister is a bit trickier; it moves side to side once it reaches the island, so you need good focus and flight control to keep your Freeze Breath targeting reticle centered on the tornado's icon.

After you blow the second twister back up into the sky, several more building fires are now burning on the island. Put them out quickly with Burst Superbreath blasts!

Douse Fires with Water Towers (Xbox 360 Only)

Many of the buildings in this chapter feature rooftop water tanks. Pick them up and toss them at fires!

Third Tornado

Now a third tornado drops just off the northwest shore of the industrial island where you just finished fighting fires. As before, speed to engage and hit it with Freeze Breath, centering your aim on its orange icon. As it finally trails back upward into the sky, your XP total gets boosted up another 20,000 up to a total of 1,330,000. Now get ready for the big guy.

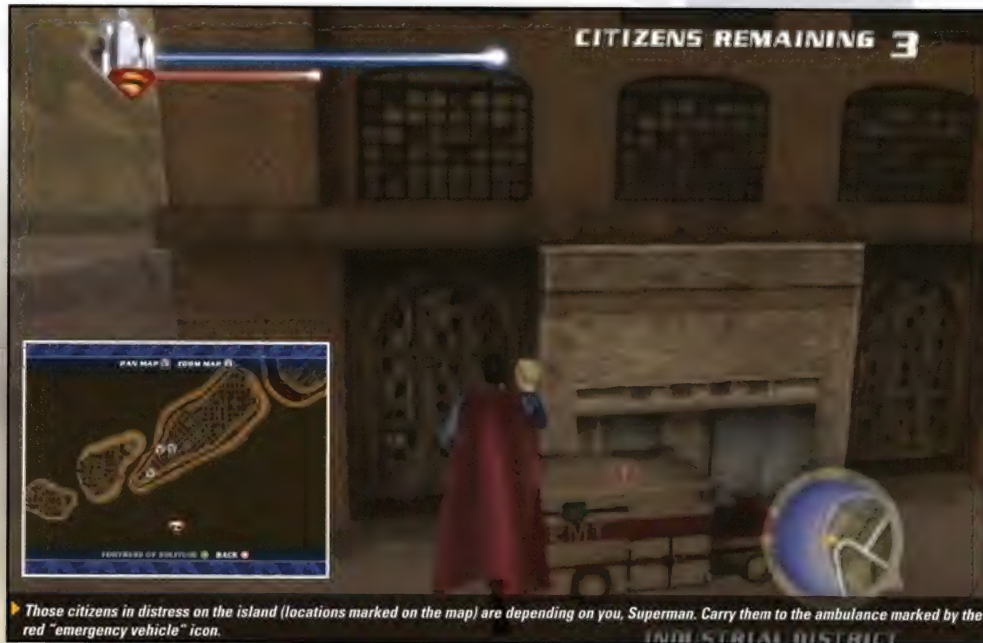


► Neutralizing the third tornado triggers the appearance of this Category 5 monster.

Protect Citizens from the Massive Twister

A giant twister drops from the sky and slowly makes its way toward the industrial islands. Then a message appears onscreen in the upper-right corner—"Citizens Remaining 3"—plus three "Citizen in Distress" icons appear, marking three downed citizens. Superman says, "These citizens depend on me. I have to protect them." Let's go, hero!

You can't do much about the big tornado, but you *can* rescue the three citizens to boost city health for the final confrontation with the twister. Speed down to pick up each of the three citizens marked by the distress icon, flying each one (use your Superspeed!) to the ambulance marked by the "emergency vehicle" icon. Fortunately, the twister stalls a bit offshore, giving you a precious few extra seconds for your rescue work.



After a short time, the big twister will roar unstoppably over the island and head across the water toward the city. Now speed ahead of the tornado and put out the fires in the building along the city shore. The twister moves fast across the water, but then halts before moving ashore, giving you time to extinguish all flames with Burst Superbreath blasts or (on Xbox 360) by tossing water towers at the hotspots. Multiple buildings are burning, so follow the fire icons from site to site. When the last fire goes out, you get another 20,000 XP bonus for your work.



“Eye of the Storm”: Neutralize the Massive Twister

Here it is, the final challenge of the main story. Superman says, “One last try! I have to break it apart!” and then flies right into the heart of the super-tornado. The view shifts to inside the roiling cloud. The situation seems crazy and chaotic, but the challenge is actually quite simple to grasp.

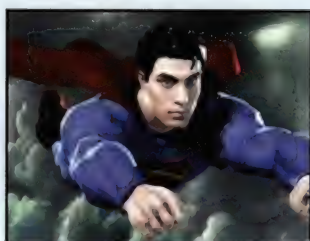
Remember Jor-El’s advice to use heat against cold, and vice versa? The core vortex of the massive twister shifts from hot (red) to cold (blue). When the vortex is red, blast it with Freeze Breath. When the vortex is blue, blast it with Heat Vision. Keep it up until the tornado’s health bar drops to zero, and you win!

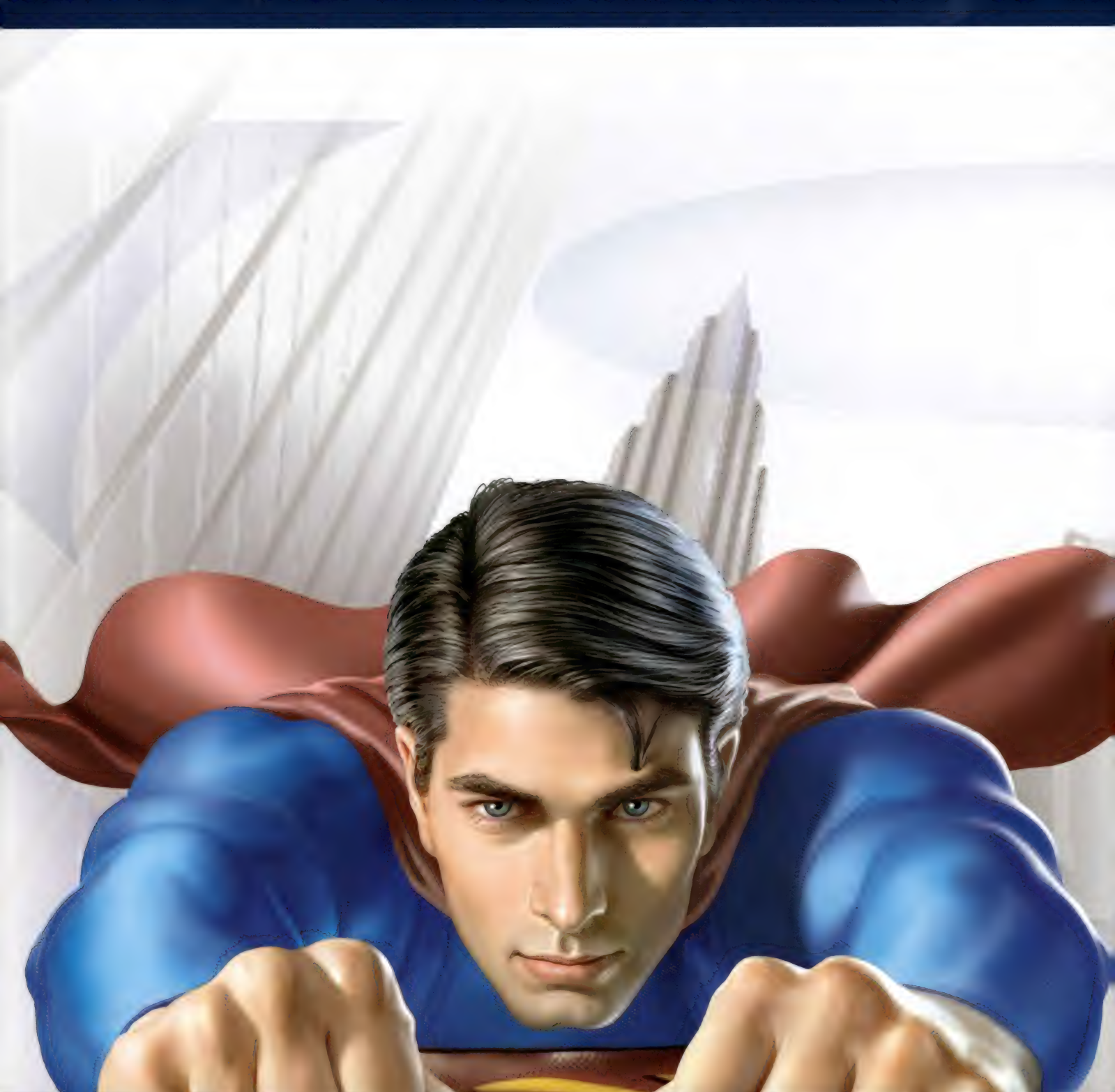




The challenge is made more difficult by all the flying debris, some of which will strike Superman and knock him down. Be ready to start tapping your Recover button whenever this happens.

When the gigantic tornado finally dissipates, watch the story-ending cinematics and enjoy. We won't spoil the ending for you, but we'll give you a couple of sample screenshots to whet your appetite for the final victory.





EPILOGUE

The Epilogue gives you a chance to rack up some big XP numbers so you can unlock all the secret Unlockables in the game. (For details on these, see the section on Unlockables in "The Basics" chapter.)



CHAPTER 19: THE END IS THE BEGINNING

OVERVIEW

ACTION CHECKLIST

Defeat enemy waves and extinguish any building fires that occur until you accrue 5,000,000 XP.

XP AVAILABLE

POSSIBLE METRO EVENTS

Decrep-bots 50,000
Bruizer Bots 50,000
Decrep-bots & Bruizer Bots 50,000
Speedbots 50,000
Flyerbots 50,000
Speedbots & Flyerbots 50,000
Bruizer Bots & Speedbots 50,000
Decrep-bots & Flyerbots 50,000
Bruizer Bots & Flyerbots 50,000
Decrep-bots & Speedbots 50,000
Scoldfires Cause Fires 50,000

Scoldfires 100,000
Scoldfires & Decrep-bots 100,000
Scoldfires & Bruizer Bots 100,000
Bruizer Bots, Decrep-bots, Tanker 100,000

XP EARNED (ALL VERSIONS)

50,000
50,000
50,000
50,000
50,000
50,000
50,000
50,000
50,000
50,000
50,000
50,000

100,000
100,000
100,000
100,000

POSSIBLE METRO EVENTS

Gnarrls 200,000
Scoldfires & Flyerbots 200,000
Gnarrls & Flyerbots 200,000
Terminites 200,000
Riot 200,000
Decrep-bots & Terminites 200,000
Plahtune 200,000
Overkhast 200,000

Terminites & Flyerbots 300,000
Scoldfires & Terminites 300,000
Riot & Flyerbots 300,000
Bruizer Bots & Terminites 300,000
Plahtune & Overkhast 300,000
Gnarrls & Scoldfires 300,000
Fires (Firestorm) 300,000

XP EARNED (ALL VERSIONS)

200,000
200,000
200,000
200,000
200,000
200,000
200,000
200,000

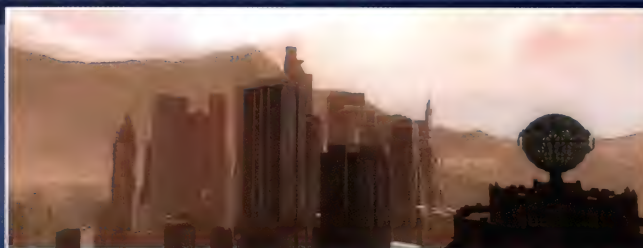
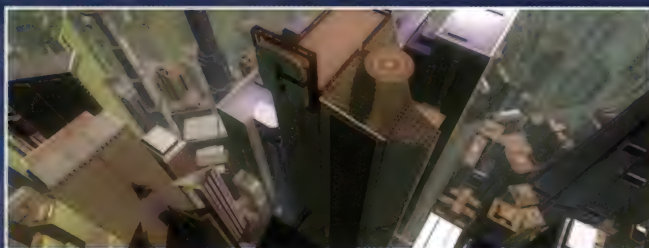
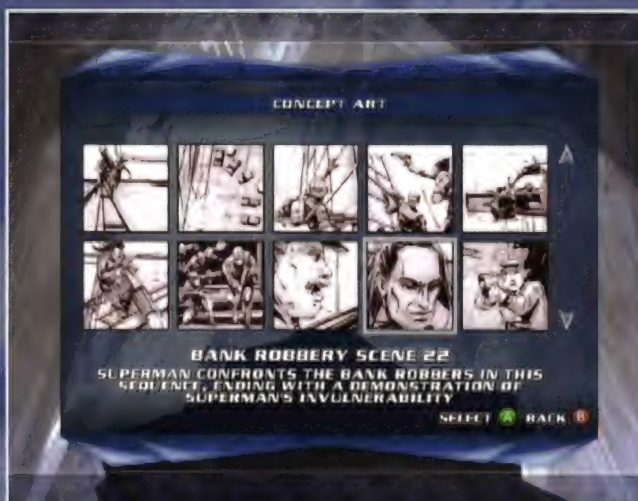
300,000
300,000
300,000
300,000
300,000
300,000
300,000

Difficulty Level: Various

Total XP Needed to End Chapter: 5,000,000

Epilogue Battles

You already know everything you need for this long series of Metro Events, all of which you've faced before. Good luck, and have fun! Be sure to check out all of the cool movie posters and concept art as you unlock them.



EPILOGUE

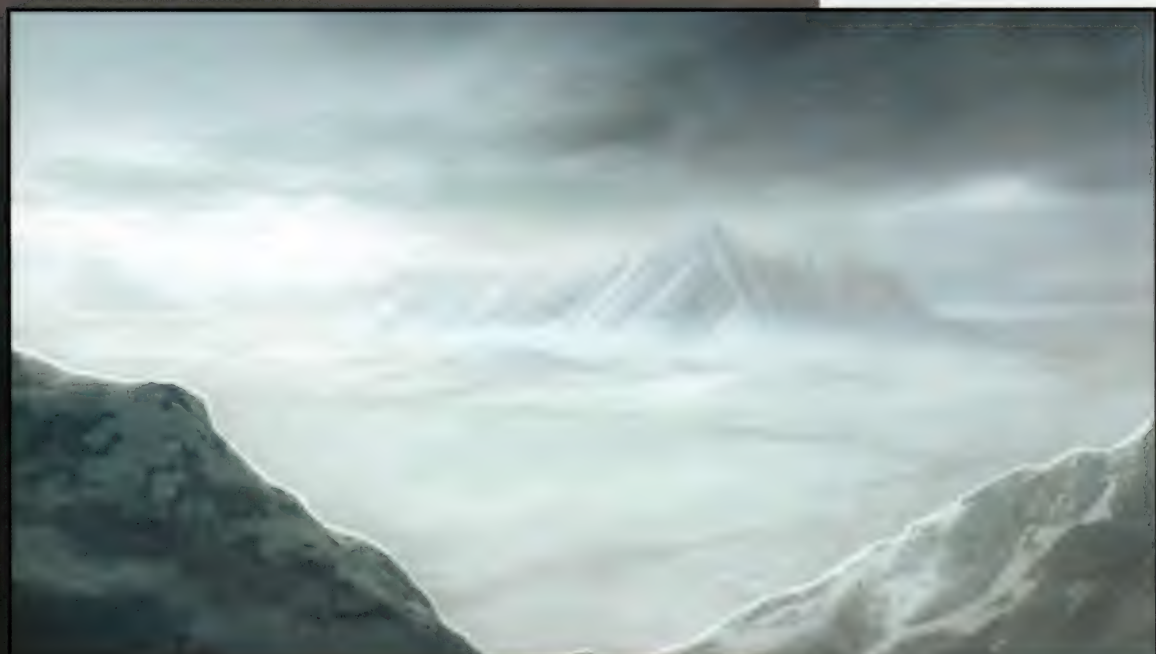




CINEMATIC ART GALLERY







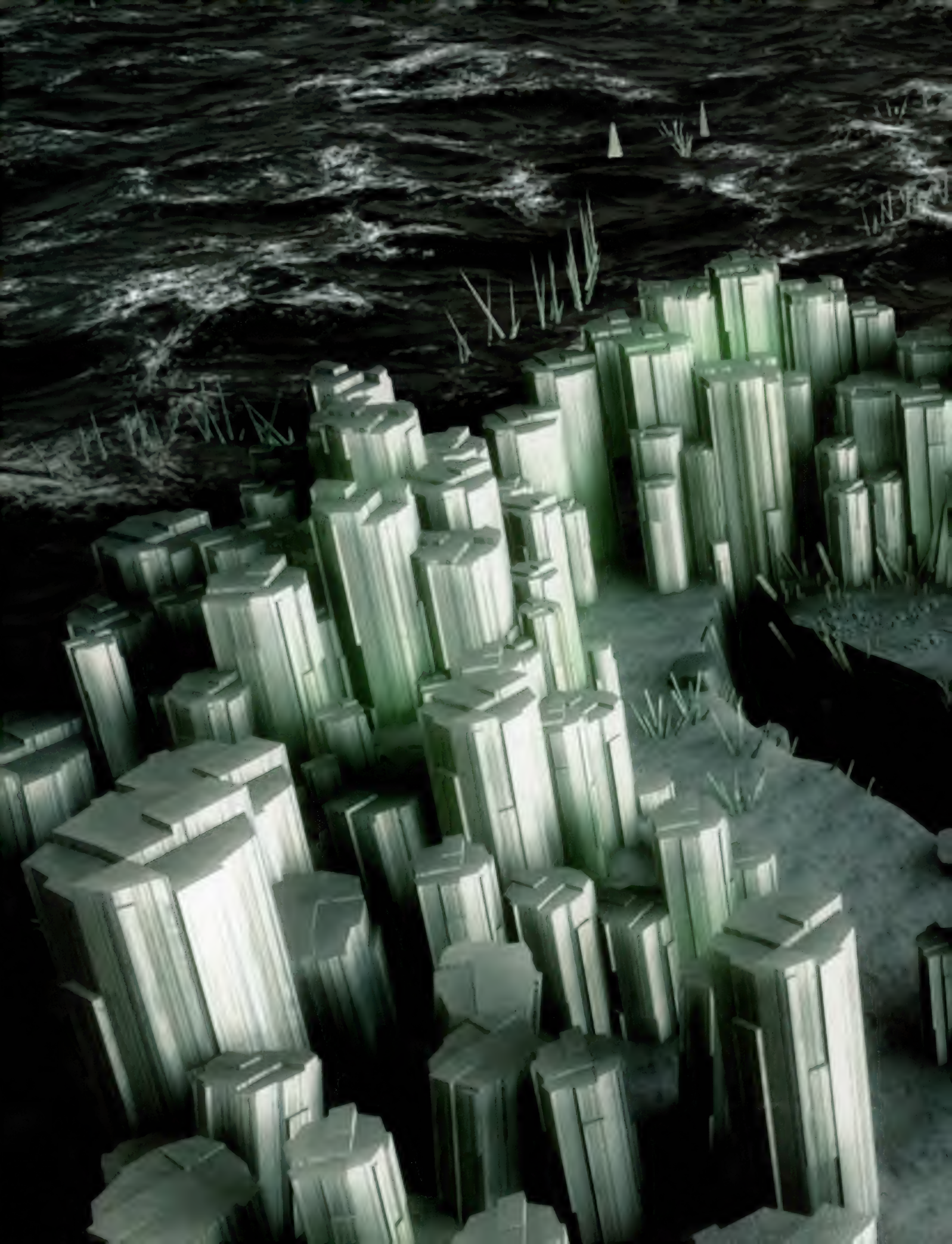
















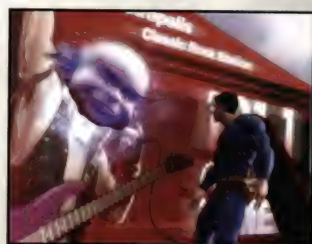
THE MINI-GAMES

All three versions of *Superman Returns*—Xbox, PS2, and Xbox 360—feature a pair of entertaining and challenging Mini-games called “Playable Bizarro” and “Kitten Finding.” The Xbox 360 version also includes an extra Mini-game called Fast Flyer.



HOW TO FIND THE *PLAYABLE BIZARRO* AND *FAST FLYER* MINI-GAMES

Mr. Mxyzptlk appears at the beginning of Act II when you nab your first Kitten. In most cases, your first found Kitten will be the one sitting in the entryway of the Daily Planet, but *any* Kitten, if it's your first find, will trigger the meeting with Mr. Mxyzptlk. Here, Superman's old nemesis offers a series of "challenges." These challenges include a stint as Bizarro (in all versions) and a series of high-speed races (in Xbox 360 only).



▶ Mr. Mxyzptlk introduces the *Playable Bizarro* (all versions) and *Fast Flyer* (Xbox 360 only) Mini-games whenever you pick up your first Kitten.

To participate in these challenges, you must fly high above the city and spot patches of blue glowing mist, which float near the ground in different places. (See our *Fast Flyer* and *Playable Bizarro* maps for all locations.)

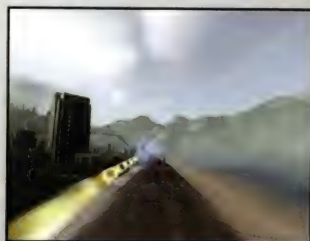
Each patch features Mr. Mxyzptlk's head floating inside! In all game versions, five blue mist patches trigger a *Playable Bizarro* mission when you fly into the mist; the Xbox 360 version also has nine other mist patches that appear one at a time to trigger the start of *Fast Flyer* races.



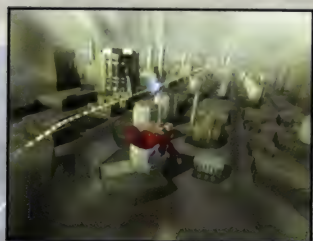
▶ Look for patches of blue mist like this, each with Mr. Mxyzptlk's head floating inside. You can spot them from the sky above Metropolis—or just cheat and use our handy maps.

FAST FLYER MINI-GAME (XBOX 360 ONLY) & PLAYABLE BIZARRO (ALL VERSIONS)

When you fly into the blue mist that triggers a *Fast Flyer* race, the course appears as a yellow line in the air. Fly down the course at Superspeed. To win, you must hit all the blue gates and finish ahead of Mr. Mxyzptlk.



▶ Follow the course marked out by the yellow line. Better fly at Superspeed!



▶ Hit the blue gates.



- Daily Planet
- Fast Flyer Start
- Playable Bizarro

Now here's your super-secret insider tip, courtesy of Matt Greig of EA.

He says: *Shortcuts are your best friend!*

In *Fast Flyer* missions, the only requirement is that you hit the blue gates spaced out along the race path. As long as you hit all of these gates, you can take any route you want. Cut corners, fly over buildings, or take a shortcut through a courtyard—any of these tactics can shave seconds off your best time.

PLAYABLE BIZARRO MINI-GAME

Each Playable Bizarro start point features blue mist swirling around Mr. Mxyzptlk's head in front of a Superman statue that the Joker from the 5th dimension has altered into a Bizarro statue. Fly into the mist to trigger the mission. Mr. Mxyzptlk shouts, "Presto change-o!" and you turn into Bizarro. Your challenge: Destroy things as fast as possible so that you surpass the damage point target (listed onscreen as "Best") before the onscreen timer runs out.



Look for blue mist with Mr. Mxyzptlk's head floating inside in front of a Bizarro statue. This is a start point for a Playable Bizarro mission.



A NOTE ON mini-games in the PS2/Xbox version

The PS2/Xbox version of *Superman Returns* does not have the Central Business Island. Thus, the Mini-game elements placed on that island in the Xbox 360 version appear in different spots in the PS2/Xbox version. This affects only one Playable Bizarro start location and two Kitten placements.

This map applies to the Xbox 360 version only. For the Xbox/PS2 map, see the "Playstation 2 and Xbox Mini-games" section on page 152. (Only one Playable Bizarro start location is different on that map.)

Once again we turn to our friends at Electronic Arts for a couple of insider tips on how to cause the most destruction during the Bizarro rampages:

Hit the islands.

Courtesy of Justin Cudebec, EA

The best place for Bizarro rampages is on the Industrial Islands. The cars re-spawn very quickly there, and are always bunched tightly together because of the narrow streets, making combos like Corkscrew particularly destructive. You can even fly to the Industrial Islands from distant Bizarro statues and *still* have time to score high enough to win the challenge.



Presto change-o! Now go smash things.

It's all about the Corkscrew.

Courtesy of Anthony Marinello, EA

While Bizarro's Heat Breath may be a great way to torch everything on the street, he gets bonus multipliers for doing melee attacks, so drop down to the ground and use some special moves. The best move with the best multipliers is Corkscrew; it's fast and does a *lot* of damage. Find a line of cars and do a Corkscrew attack for maximum multipliers. If you master Corkscrew, you can easily get up to a score of 5,000,000!



Use the Corkscrew combo to inflict a lot of bonus multiplier damage to the city.

Or maybe uncork an Earthquake.

Courtesy of Matt Greig, EA

As mentioned in the previous tip, to really pile up the points while playing as Bizarro, take maximum advantage of combat combos. Rather than focusing on Heat Breath attacks exclusively, find a group of cars or civilians, and start pounding out combos. If you manage to hit or destroy several cars, objects, and/or citizens in one combo string, your point total for that combo will be multiplied by the number of hits you connected with.



Combos are the key! For example, Earthquake is a killer move for Bizarro. End a multi-hit combo with Earthquake to amass tons of points.

While Corkscrew is probably the best move because of its speed, Earthquake is a powerful secondary option. It inflicts a tremendous amount of damage, but the attack unleashes much slower so you can't rack up as many total points. Find a cluster of cars, bust out a six-hit combo, then end on an Earthquake, and you'll be rewarded with hundreds of thousands of points for this one sequence alone.



When you win a Playable Bizarro challenge, you actually earn a city health bonus when you "presto change-o" back to Superman.

XBOX 360 KITTEN-FINDING MINI-GAME

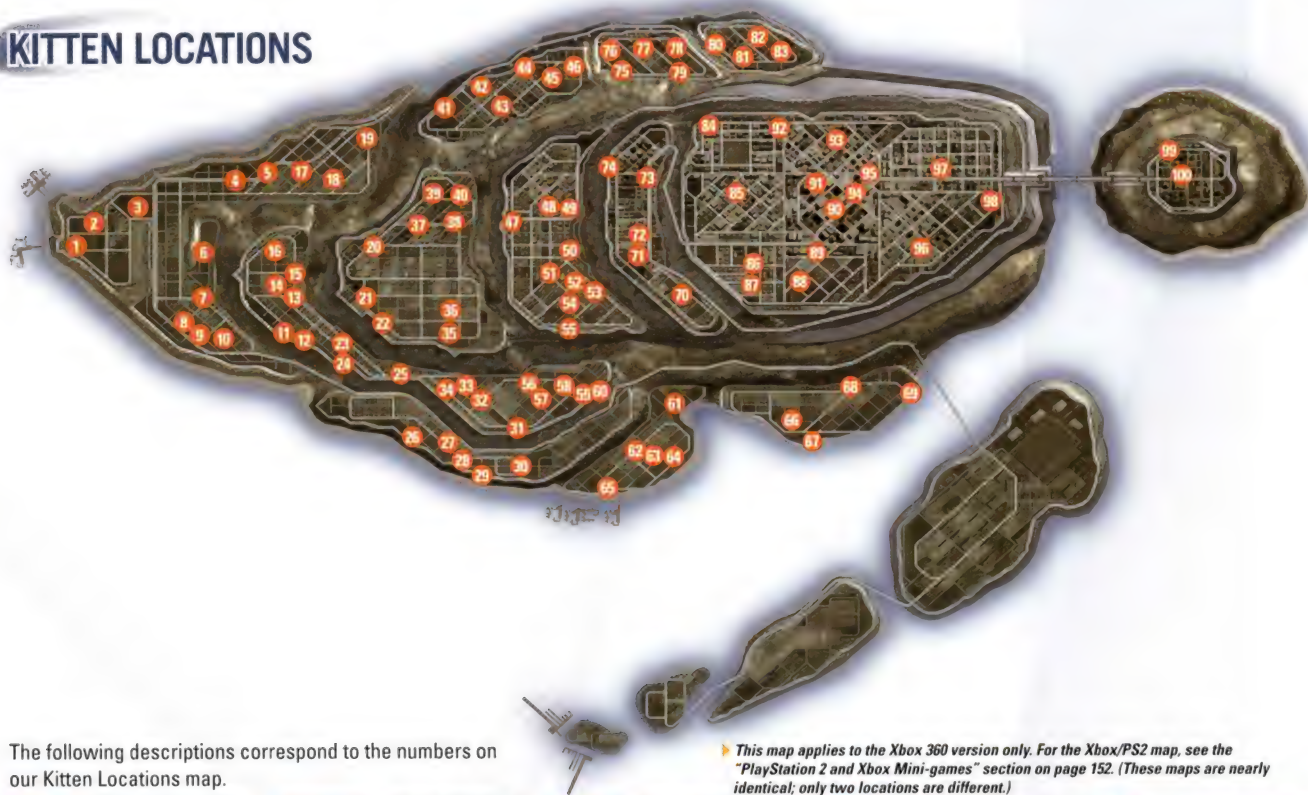
The goal of this Mini-game is very simple. Find all 100 lost Kittens hidden throughout Metropolis. Every time you find one, you gain a city health bonus and a game tip. Go for it! Look high and low. We've created a list of the 100 locations as they appear in the Xbox 360 version of the game.

All but a few of these map locations are the same for PlayStation 2 and Xbox version players. But those players should note that while the *spot on the map* is the same, the actual hiding spot might be somewhat different due to differences in city architecture (different building types, etc.) between the Xbox 360 and the PS2/Xbox versions.

A NOTE ON mini-games in the PS2/Xbox version

The PS2/Xbox version of *Superman Returns* does not have the Central Business Island. Thus, the Mini-game elements placed on that island in the Xbox 360 version appear in different spots in the PS2/Xbox version. This affects only a few Kitten placements (see our map on page 152).

KITTEN LOCATIONS



The following descriptions correspond to the numbers on our Kitten Locations map.

► This map applies to the Xbox 360 version only. For the Xbox/PS2 map, see the "PlayStation 2 and Xbox Mini-games" section on page 152. (These maps are nearly identical; only two locations are different.)



1 Behind satellite dish on roof of high-rise with gardens on both sides, half a block east from big parking lot on main waterfront road.



2 Angular building just east of the park with three sculptures. Kitten is on second ledge up, street side.



3 Between feet of Superman statue.



4 In street beneath elevated freeway, two-story brownstone on corner (in row of several low brownstones). Kitten is on roof next to air-conditioning units.



5 Under elevated freeway. Kitten is on sidewalk not far from corner, just across street from construction site with crane.



6 On ground in courtyard between buildings, just south of construction site with five vertical girders.



7 On penthouse balcony of 10-story building (circled here), southeast of the construction site with girders lying on ground.



8 Under elevated freeway, Kitten is on corner ledge near top of building with pointed roof, street-side.



9 Between two rooftop air-conditioning units on back roof platform of building across the street from Elroy's Jazz Club.



10 On covered balcony of penthouse



11 On street corner, across from gas station.



12 On roof ledge of building at curve in road, across from construction site with seven upright girders.



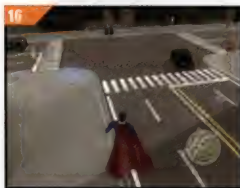
13 On sidewalk near Y-intersection.



14 In alley between buildings (one with Fizzle Cola sign on top).



15 On open roof of building with cluster of three air-conditioning units.



On street corner in plain view.



On ground in courtyard between buildings, beneath "Metropolitan Financing" billboard.



In alley between buildings beneath another "Metropolis Highway Patrol" billboard.



On front porch of three-story building beside building with "Vote No on Prop 12" rooftop sign.



Under tree next to parking lot.



On sidewalk at corner by construction site with crane, near hot dog stand and newspaper boxes.



On sidewalk at V-shaped corner near refreshment stand.



On sidewalk at the corner of a construction site with one upright girder and three pipe sections.



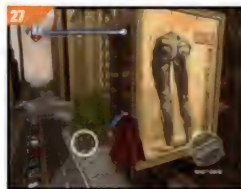
On sidewalk around corner from construction site near Kitten 23, next to building with "Perspectives" billboard on rooftop.



Tucked in covered penthouse doorway on roof of building with its back to city retaining wall.



Hidden behind snack stand between buildings (just down the street from Bizarro statue).



On sidewalk under tree near Risque Denim sign on building.



On sidewalk near curve in the road.



On sidewalk by snack stand, just around corner from gas station and Big Belly Burger.



Next to street on sidewalk, near tree.



On ledge of building's roof.



On sidewalk right in front of Planet Krypton restaurant.



On sidewalk just down street from Kitten 31, by Planet Krypton.



On roof of light-colored high-rise.



On corner ledge of building's roof.



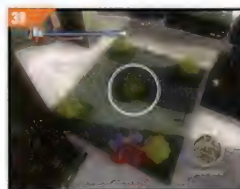
On top of building, by roof access doors.



On sidewalk.



On rooftop.



On ground in five-tree city garden, beside center trunk.



On sidewalk by street, half a block from crane and construction site.



On street corner by stop sign, next to waterfront road.



On sidewalk next to traffic roundabout.



At base of abstract sculpture next to open city park.



On sidewalk between two "Net Trade Financial" signs that hang high on buildings.



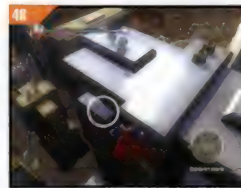
On sidewalk across street from gas station.



On sidewalk near small open plaza.



Hanging on side of freeway overpass!



On rooftop ledge of glass skyscraper.



On sidewalk across street from sign (up high) for "Dead House" movie.



On sidewalk across street from building with "Blue's Boarding" sign.



Near V-shaped street corner.



On sidewalk.



On sidewalk beneath skywalk.



On front ledge of building's roof.



On sidewalk beside two newspaper boxes at V-shaped corner, just down street from Bizarro statue.



On light-colored roof of brick high-rise.



In courtyard between buildings.



Sitting in curb lane of busy street.



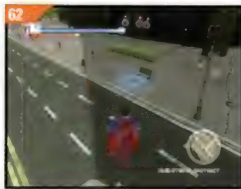
On sidewalk next to street lamp.



On high ledge of building with short spire on roof.



On sidewalk across street from construction site with four girders lying on ground.



On sidewalk near bus bench and hedge row.



On sidewalk behind snack stand.



Hidden in open middle section of building with "Net Trade Financial" sign.



On sidewalk in front of Big Belly Burger joint.



Trapped on crane arm!



Hidden in back of open middle section (like Kitten 64) of a waterfront building with "Net Trade" sign.



In narrow alley between buildings.



On top of refinery tank near water.



On roof crevice atop high-rise near elevated freeway (look beneath twin roof antennae).



On sidewalk in middle of block.



On sidewalk in middle of block.



Beneath elevated freeway, on sidewalk at corner.



On mid-level ledge of high-rise, on back corner near city dividing wall.



Hidden on low ledge of tall building, above alley between buildings.



On low ledge of tall building, above interior alleys between buildings.



On first-story ledge of tall building, racing away from street side.



On sidewalk beneath "Hyper Sonic Techno Club" sign.



On sidewalk at V-shaped corner, beside two phone booths.



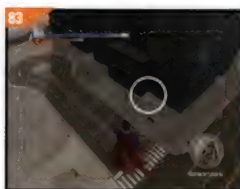
On sidewalk next to parking meter near corner.



On ground beside trunk in four-tree courtyard between buildings.



Hidden in doorway behind planter.



On sidewalk in nook next to entrance to dark gray building.



In back alley between buildings.



At end of alley between buildings, at edge of four-tree garden courtyard.



86 On ground in entryway to Daily Planet.



87 On roof of Daily Planet.



88 Hanging in tree!



89 On roof of high-rise between two rooftop generator units.



90 Hanging onto top corner of "G" sign on GNN Building.



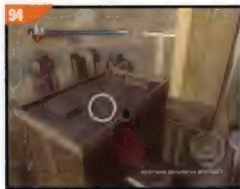
91 On reflective roof of high-rise (hard to see).



92 Hanging on side of elevated walkway between buildings.



93 On sidewalk at head of alley.



94 On reflective roof of high-rise (hard to see) near three radio dishes and three air-conditioning units.



95 On roof, near roof access doors.



96 On sidewalk near corner, next to three "Free" news boxes.



97 On high-rise roof, tucked between rooftop structure and two air-conditioning units.



98 Hiding behind phone box



99 On sidewalk at curve in road next to city wall.



100 On sidewalk near ornate entry doors to building.

PLAYSTATION 2 AND XBOX MINI-GAMES



▶ This map shows the Kitten locations in the Xbox/PS2 version of *Superman Returns*.



BONUS SECTION:

THE DC COMICS ENCYCLOPEDIA (EXCERPTS)

Thanks to our publishing partners at Dorling Kindersley Books, we've included 20 pages from *The DC Comics Encyclopedia: The Definitive Guide to the Characters of the DC Universe* in this book. Although this bonus section features fascinating and detailed bios and art for nine of the main characters and enemies in *Superman Returns*—along with dozens of other DC heroes and villains—it's really just a small sampling of the hundreds of characters covered in the full compendium. We've provided a mini-TOC of the characters in this section that directly relate to *Superman Returns*. Check out the ad in the back of this guide to find out how to get your hands on the full book from DK.

DC CHARACTER	PAGE
Bizarro	154
Lois Lane	156
Lex Luthor	158
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Mister Mxyzptlk	162
Mongul	165
Jimmy Olsen	167
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Superman	170
Perry White	173

BIZARRO

IMPERFECT DUPLICATE OF SUPERMAN

FIRST APPEARANCE THE MAN OF STEEL #5 (October 1986)

STATUS Villain **REAL NAME** None

OCCUPATION Imperfect duplicate of Superman **BASE** Mobile

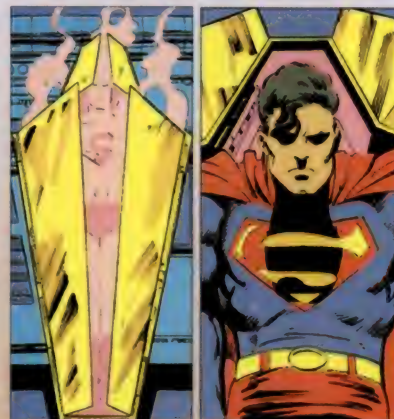
HEIGHT 6ft 3in **WEIGHT** 225 lbs **EYES** Blue **HAIR** Black

SPECIAL POWERS/ABILITIES Superstrong, invulnerable, and able to fly like the Man of Steel, but possessing some powers opposite to that of Superman, including freezing vision and flaming breath.

COUNTLESS TIMES SUPER-VILLAINS have raised their eyes to the heavens and cursed in vain as the heroic Man of Steel flashes across the sky to save the day.

If only, they fume, if only they had a SUPERMAN of their very own, a mindless, superpowered slave to do their evil bidding! Superman's arch enemy Lex Luthor (see LUTHOR, LEX) was the first rogue to try to make this dream a reality. In secret, Luthor called

upon his top scientist, Dr. Teng, to scan Superman's genetic structure. Teng successfully duplicated Superman, but was unable to completely recreate the complex chromosomal structure of the Last Son of Krypton. The resulting Superclone quickly became a monstrous menace, a Bizarro creature that might have razed Metropolis to the ground had Superman not intervened. Yet this misbegotten Bizarro creature was not without its gentle side, for it allowed itself to be destroyed in a rain of disintegrating particles that somehow allowed Lucy Lane, blind sister of reporter Lois Lane (see LANE, LOIS), to regain her sight.



CREATION At first, Dr. Teng's clone was the spitting image of the Man of Steel.

HARD LUCK Unable to have his revenge on Superman, General Zod punished Bizarro #3 instead.

A BIZARRO IN LOVE

Luthor tried a second time to clone the Man of Steel many months later, and like the first imperfect duplicate, this second Bizarro became a superpowered nuisance. Retaining snippets of genetic memory of Superman's strong affections for Lois Lane, Bizarro #2 set about creating a ramshackle "Bizarro World" from junk and refuse, in his own way building a Bizarro Metropolis that would please his beloved "Lo-iz." Bizarro #2 then snatched up Lane and took her to his crooked city, where he held the reporter hostage while Superman searched frantically for her. However, all Bizarro #2 wanted was to please "Lo-iz," but like his predecessor, he also succumbed to rapid cellular degeneration. He died in Lois's arms.

BIZARRO WORLD

To a Bizarro, Earth would be cube-shaped instead of a planetary orb. Anything to be different!

The third Bizarro, however, had little to do with genetic tinkering. Instead, a boastful new Bizarro #1 was given a fresh lease on life via the twisted imagination of BATMAN's arch-nemesis, the JOKER. After acquiring the reality-altering powers of fifth-dimensional imp MISTER MXYZPTIK, the Clown Prince of Crime envisioned a topsy-turvy Earth where evil replaced good and bizarre new villains occupied the seats of an anarchic JUSTICE LEAGUE OF AMERICA. Thus, Bizarro #1 came into being as counterpoint to Superman yet again. Though matching the Man of Steel muscle for muscle, Bizarro #1 possesses some abilities that are opposite to Superman's. He also gains strength when exposed to kryptonite, the radioactive

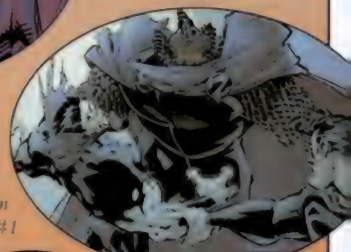
element deadly to the Man of Steel.

Following the Joker's defeat, and with reality restored to its proper order, Bizarro #1 strangely remained in existence. He was captured by GENERAL ZOD, who relished torturing the imperfect duplicate of his hated enemy.

Bizarro #1, while not completely evil, has faced Superman on several occasions since, usually following his imperfect logic and doing the exact opposite of the Man of Steel. Superman defeats Bizarro by using that same imperfect logic against him. When last seen, Bizarro had fallen victim to a Kryptonian virus and was in quarantine at Superman's Fortress of Solitude while the Last Son of Krypton sought a cure for the malady. **SB**



CRAZY TALK On the Joker's Bizarro-Earth, the new Bizarro #1 was the Man of Steel to beat, while Superman was Public Enemy #1



KEY STORYLINES

• SUPERBOY #68 (OCTOBER 1958):

Pre-Crisis, the very first Bizarro is an imperfect teen duplicate of Superboy!

• SUPERMAN #87 (MARCH 1994):

Bizarro #2 is cloned, subsequently building his own Bizarro World before his untimely end.

• SUPERMAN #160 (SEPTEMBER 2000):

The Joker uses Mr. Mxyzptlk's powers to create an upside-down world complete with an all-new Bizarro #1, more bizarre than any who came before!



BIG BEAR

FIRST APPEARANCE THE FOREVER PEOPLE #1 (March 1971)

STATUS Hero REAL NAME None

OCCUPATION Adventurer/pilot BASE New Genesis

HEIGHT 6ft 5in WEIGHT 272 lbs EYES Green HAIR Red

SPECIAL POWERS/ABILITIES Superstrength attained through the discharge of high-density atoms; can mentally alter the density of objects; expert pilot of flying; pilots a phase-shifting Super-Cycle.



Big Bear is the oldest member of the FOREVER PEOPLE, five children from Earth raised on New Genesis by the wise HIGHFEATHER, and rigorously trained in the uses of their powers. Big Bear piloted the team's Super-Cycle space vehicle. When the evil DARKSEID kidnapped team member BEAUTIFUL DREAMER,

Big Bear and the others tracked her to Earth. They rescued her with help from the INFINITY MAN, a cosmic being with whom they could

trade places by touching their Mother Box computer and speaking the word "Taaru." During one swap with the Infinity Man, the Forever People found themselves stranded on the distant planet Adon. The team eventually returned to New Genesis, where Big Bear matched his Super-Cycle piloting skills against the teens of YOUNG JUSTICE. Big Bear and Beautiful Dreamer are currently an item, though their relationship has gone through various on-again, off-again interludes. DW



BLACK BISON

FIRST APPEARANCE THE FURY OF FIRESTORM #1 (June 1982)

STATUS Unresolved REAL NAME John Ravenhair

OCCUPATION Tribal shaman BASE New York City

HEIGHT 6ft 3in WEIGHT 226 lbs EYES Brown HAIR Black

SPECIAL POWERS/ABILITIES Mystical ability to control the weather and animate objects, focused through a tribal coup stick.

John Ravenhair's great-grandfather Bison-Black-As-Midnight-Sky was once the shaman of the Bison Cult. When the old man died, Ravenhair found himself possessed by his great-grandfather's vengeful spirit. Dressing himself in traditional tribal costume and calling himself Black Bison, Ravenhair set out to right all the many wrongs that had been perpetrated upon the Native American people since the arrival of the White Man in America centuries ago.

Black Bison's rampage across New York City attracted the attention of FIRESTORM, THE NUCLEAR MAN, who discovered that he could defeat Black Bison by removing the Bison Cult talisman that he wore around his neck. Away from his great-grandfather's influence, John Ravenhair could choose his own path, but it wasn't long before Black Bison returned to cause more collateral damage in the name of vengeance.

Black Bison is not a true villain, and has occasionally assisted the cause of good. During the Crisis (see Great Battles, pp. 320-1), Black Bison helped the Earth's assembled sorcerers defeat the Anti-Monitor's shadow demons. If John Ravenhair learns to control his grandfather's influence, he could become one of the planet's most powerful magic-users. DW

BIZARRO

SEE OPPOSITE PAGE

BLACK ADAM

FIRST APPEARANCE MARVEL FAMILY #1 (December 1945)

STATUS Hero (flawed) REAL NAME Teth-Adam

OCCUPATION Adventurer BASE New York City

HEIGHT 6ft WEIGHT 198 lbs EYES Brown HAIR Black

SPECIAL POWERS/ABILITIES Great strength, speed, stamina, and wisdom.

During Ancient Egypt's 19th dynasty, Teth-Adam became the first to be blessed with immense supernatural powers by the wizard Shazam. When Teth-Adam spoke the wizard's name, he was magically transformed by a bolt of lightning into "Mighty Adam," possessing the powers of six of the Egyptian gods: Shu (stamina), Heru (speed), Amon (strength), Zehuit (wisdom), Aton (power), and Mehen (courage). Teth-Adam became Egypt's champion, eventually entering the service of Prince Khufu. Shortly after the prince's murder and the deaths of his wife and children, Teth-Adam lost sight of his purpose. He began using his powers solely for selfish gain and became known as Khem-Adam (which translates as Black Adam), a name whispered in the shadows. Partly blaming himself for Teth-Adam's corruption, Shazam stripped Adam of his powers, placing them within a scarab amulet.

The amulet was entombed with Pharaoh Ramses II, remaining untouched until the 20th century, when husband and wife archaeologists C.C. and Marilyn Batson uncovered it. The couple was brutally murdered by an associate, Theo Adam, who soon after tapped into Black Adam's power and memories. The Batson's son, Billy, was chosen by the wizard as his new champion, CAPTAIN MARVEL. Ever since, they have repeatedly battled. Teth-Adam's ancient morality came to the fore, and his actions were far more brutal than accepted norms. He banded together his own team of costumed heroes, who agreed with his harsher sense of justice. He sought to honor his slain family's memory by restoring their homeland of Khandag to glory. The JUSTICE SOCIETY OF AMERICA opposed them in a bloody battle that left Teth-Adam a broken man. RG



EGYPT'S GUARD Black Adam seeks to protect his native land, even from allies such as the JSA.



ANCIENT PEERS, MODERN FOES Black Adam and Hawkman battling in the skies over the Middle East.

LANE, LOIS

WORLD-CLASS REPORTER

FIRST APPEARANCE ACTION COMICS #1 (June 1938)

STATUS Hero **REAL NAME** Lois Joanne Lane

OCCUPATION Reporter **BASE** Metropolis

HEIGHT 5'6 in **WEIGHT** 136 lbs **EYES** Blue **HAIR** Black

SPECIAL POWERS/ABILITIES Superb investigative journalist with an instinctive "nose" for a good story; trained in various hand-to-hand combat techniques and an adequate marksman.

A PULITZER PRIZE-WINNING JOURNALIST, Lois Lane specializes in reporting from the front lines of war zones and natural catastrophes for Metropolis's *Daily Planet* newspaper. One day a truly incredible story presented itself right in her own backyard. While covering a LexCorp-engineered disaster in Metropolis with young photographer Jimmy Olsen (see OLSEN, JIMMY), Lois was rescued from certain death by a superstrong flying man. She became the very first reporter to record the exploits of the amazing costumed champion she named SUPERMAN. Her world, already full of activity, had just been turned upside down.



AWAY FROM IT ALL Superman and Lois take a well-earned break from saving the world.



DADDY DEAREST Sam Lane always wanted a son and was never close to Lois.

A NOSE FOR NEWS

The daughter of General Sam and Elinore Lane, Lois was born in a U.S. Army hospital outside of Wiesbaden, Germany. Sam Lane had always wanted a boy, and did not hide his disappointment from Lois, who became a model of self-sufficiency in response to her father's emotional distance. After high school, Lois moved to Metropolis and worked full time at the *Daily Planet*. She also attracted the attention of Lex Luthor (see LUTHOR, LEX); however, Lois spurned his every advance.

Lois rapidly became the *Daily Planet*'s leading investigative reporter, winning many awards and a daredevil reputation. After Superman's first appearance, she befriended both the Man of Steel and a new, mild-mannered reporter named Clark Kent. Of course, the biggest story was right under Lois's nose: Clark and Superman were one and the same person!

Over time and countless adventures, Lois and Clark fell in love and became engaged. Shortly after, Clark revealed his secret identity to Lois. Shocked as she was, she still agreed to marry him, as she loved Clark regardless and was moved that he had shared his secret with her. Tragedy struck when the Kryptonian creature DOOMSDAY seemingly killed Superman during a violent rampage through the streets of Metropolis. Devastated, Lois cradled her dying lover in her arms as the life slowly ebbed from Superman's body. But Lois did not have to mourn for long, and upon Superman's return from the dead, the couple had a joyous reunion.

During one of the JOKER's visits to the city, Lois was shocked to discover that Superman was willing to let her die rather than kill the villain to save her life. Her doubts fueled by this and other factors, she broke off her engagement to Clark and accepted an offer to become the *Planet*'s foreign correspondent. However, at the last minute she realized that she still loved Clark, and the happy couple were finally married.



INTREPID REPORTER

Lois never shies away from a good story.

Lois's discovery that Luthor had had advance knowledge of the coming war with IMPERIEX (see Great Battles, pp. 320-1) became the scoop that she reluctantly agreed to kill. Meanwhile, Clark and Lois faced a crisis of a different kind: Lois had been impersonated for weeks by the PARASITE, a villain who sought to destroy all that Superman stood for. With BATMAN's help, Superman found and rescued the real Lois after the Parasite died as a result of his backfired scheme.

KEY STORYLINES

- **ACTION COMICS #662 (1991):** Clark reveals the secret of his identity to his fiancée.
- **SUPERMAN: THE WEDDING ALBUM (1996):** Lois marries Clark in the wedding of the century!
- **SUPERMAN (2ND SERIES) #151 (2001):** Lois makes her deal with Luthor, in order to save the *Daily Planet*.
- **ADVENTURES OF SUPERMAN #631 (2004):** Lois is shot and gravely wounded while covering the U.S. occupation of Umeç in the Middle East.



TRUE LOVE Despite separations, spats, and death-defying moments, Clark and Lois are deeply in love.

Lois's father was a casualty of the Imperix War, and she grieved that their relationship would now never be repaired. She remains dedicated to her journalistic ideals, regardless of the danger they place her in, and her relationship with Clark has never been stronger. RG

MR. MAJESTIC While an amnesiac Superman was trapped in the bottled city of Kandor, Lois dealt with the appearance of Mr. Majestic, who helped restore Metropolis.



LANG, LANA

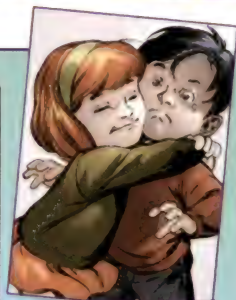
FIRST APPEARANCE SUPERBOY (1st series) #10 (October 1950)

STATUS Ally **REAL NAME** Lana Elizabeth Lang

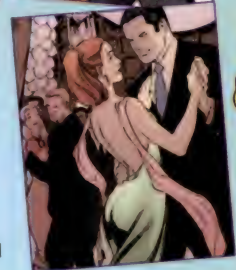
OCCUPATION Small-business owner **BASE** Metropolis

HEIGHT 5ft 4in **WEIGHT** 127 lbs **EYES** Blue **HAIR** Red

SPECIAL POWERS/ABILITIES Lana is an average athlete, but has a strong will and is fiercely loyal to those she loves.



CLARK AND LANA From the moment they met, Lana and Clark Kent shared a special bond that has endured, despite wildly divergent life experiences.



Lana's friendship with Clark Kent (see SUPERMAN) dates back to their first day of school in Smallville. When Clark resolved to go out into the world and learn how best to use his new superpowers, he asked Lana to come with him. She refused and they didn't see each other for a decade. When a man with amazing powers appeared in Metropolis, Lana knew that man had to be Clark.

Lex Luthor (see LUTHOR, LEX) had been trailing Superman's appearances and, finding his old Smallville schoolmate Lana near Clark's Metropolis apartment, he had her tortured, thinking she had information about the alien. Lana told him nothing and returned to Smallville. Learning that Clark loved Lois Lane, Lana finally agreed to her lifelong pal Pete Ross's proposal of marriage (see ROSS, PETE). Superman saved their baby son's life and so they named the child Clark. When Pete became Vice President, Lana hated being so close to President Luthor and began to feel stifled. It was clear Clark and Lana retained feelings for each other, but neither would act on them. Lana ultimately felt it was unfair to remain married to Pete and they filed for divorce. Lana and baby Clark have moved to Metropolis, and she is trying once more to build a life she can call her own. RG

DOOMED Lana was comfortable with Pete Ross and said she loved him enough to marry. That has proven to be a false hope.



LEAGUE OF ASSASSINS

FIRST APPEARANCE STRANGE ADVENTURES #215 (December 1968)

STATUS Villains **BASE** Worldwide

MEMBERS AND POWERS

Rā's al Ghūl Immortal; brilliant criminal mind.

Sensei (deceased) Top martial artist.

Doctor Darrk (deceased) No superhuman abilities.

Kirigi Top martial artist; League of Assassins trainer.

Merlyn (ex-member) Deadly assassin with bow and arrow.

Talia Rā's al Ghūl's bewitchingly beautiful daughter.

The League of Assassins operates in secret throughout every country of the world. Called into being by the criminal mastermind Rā's al Ghūl, their original mission was to shield their master from attacks (the League described itself as "the fang which protects his head"), and to accept paying jobs from clients who want someone eliminated and have the deep pockets to hire the best of the best. Only assassins who have already completed a previous hit can be considered for League membership, and its roster is kept strictly confidential.

For many years, day-to-day control of the League of Assassins fell to the Sensei (who oversaw the killers on the ground) and Doctor Darrk (who interacted with clients). It was the Sensei who arranged for the death of acrobat Boston Brand, who later became DEADMAN. One of the League's members, Hook, was involved in the Brand hit, and other League contracts fell under the jurisdiction of the archer Merlyn, whose skill with a bow rivaled that of GREEN ARROW. Eventually the Sensei moved to split the League off from Rā's al Ghūl's control and died for his impudence. Rā's al Ghūl then took a more direct role in League affairs. DW



THE LEGION OF SUBSTITUTE HEROES

LEATHER

FIRST APPEARANCE NIGHTWING #62 (December 2001)

STATUS Villain **REAL NAME** Mary Kay Tanner

OCCUPATION Criminal "coyote" **BASE** Peckinpath, Texas

HEIGHT 5ft 5in **WEIGHT** 132 lbs **EYES** White **HAIR** Auburn

SPECIAL POWERS/ABILITIES Leatherlike skin; low-level superstrength; razor-sharp claws on hands and feet; psychopathic temperament; armed with a variety of barbed whips.

Tanner's mother often used illegal, highly experimental narcotics to get high, and Mary Kay was born with meta-human powers that gave her leatherlike skin and claws. At 16 she had become the leader of a band of "coyotes," who smuggled illegal immigrants back and forth between Mexico and the U.S. Leather was captured and incarcerated in the women's block of the Slab penitentiary. However, she was freed by the JOKER and has returned to smuggling in Mexico. PJ



LEGION OF SUBSTITUTE HEROES

FIRST APPEARANCE LEGIONNAIRES #49 (June 1997)

STATUS Heroes **BASE** Mobile

MEMBERS AND POWERS

Night Girl (Lydda Jath) Possesses superstrength in the dark. **Polar Boy (Brek Bannin)** Generates intense cold. **Chlorophyll Kid (Ral Benem)** Stimulates rapid plant growth. **Color Kid (Ulu Vak)** Able to alter the color of any object. **Fire Lad (Staq Mavlen)** Exhales fiery breath. **Stone Boy (Dag Wentim)** Capable of turning his body to stone. **Porcupine Pete (Peter Dursin)** Projects quill-like spines at will. **Infectious Lass (Drura Sehpt)** Body hosts a variety of disease colonies. **Antenna Boy (Khfeurb Chee Bez)** Transmits and receives electronic signals via ear-antennae. **Double-Header (Dyvud/Frenk Retzun)** Bickering beings sharing single body.

The LEGION OF SUPER-HEROES has initiated several recruitment drives to bolster its ranks. However, many young heroes and heroines are turned away by the Legion for lack of experience or for possessing powers deemed too dangerous or unpredictable. Rejected applicants POLAR BOY and Night Girl decided to form their own Legion of Substitute Heroes—unsanctioned by the United Planets, of course—a team that would allow them to hone their unique abilities and do some good, at least until the real LSH recognized their worth.

Since its formation, the Legion of Substitute Heroes has grown to include Chlorophyll Kid, Color Kid, Fire Lad, and Stone Boy, all of whom may not possess the most spectacular superpowers, but nevertheless want to defend the galaxy in the same grand tradition as the Legion of Super-Heroes. Recently, Polar Boy was selected to join the Legion Cadet Program for training to become a future member of the LSH. The remaining Subs are hopeful that they might follow suit someday soon. SB

LUTHOR, LEX

SUPERMAN'S GREATEST ENEMY

FIRST APPEARANCE ACTION COMICS #23 (April 1940)

REAL NAME Alexander Joseph Luthor

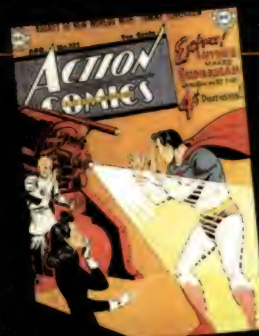
BASE Metropolis; Washington D.C. (while U.S. President)

HEIGHT 6ft 2in **WEIGHT** 210 lbs **EYES** Green **HAIR** None

OCCUPATION Mastermind

SPECIAL POWERS/ABILITIES Luthor is one of the smartest men on Earth, able to invent technological marvels or manipulate entire nations. He believes in brute force and is an unskilled fighter, relying instead on weapons and armor.

LEX LUTHOR MAY BE the most gifted man alive but rather than use his supreme intellect and skills for the betterment of mankind, the sociopath has continually sought power and influence without regard for the pain and suffering he causes. The gifts are also wasted on his single-minded hatred of a more pure and noble man, especially given his alien origins.



EVIL GENIUS Luthor's early attempts to kill Superman all failed.



EVIL AND ALIENATED

One glance at Luthor's I.Q. test results, convinced his parents that their little genius would make them rich. They were determined he should excel, but their soul-destroying "guidance" bred a sociopath who

engineered their deaths to capitalize on their life insurance. A budding astrobiologist, Lex then spent years searching for evidence of extraterrestrial life. His hunt took him to Smallville when he was 18. Lex befriended another seemingly alienated young man, Clark Kent. He turned his back on Smallville when a fire destroyed his lab and his scientific achievements, as well as his foster father. Refusing to take any responsibility for the accident, Lex blamed the town for "letting the Luthors burn," and to this day, refuses to admit he has ever set foot in Smallville.

ONLY THE LONELY

Deprived of a normal childhood, Lex hid his personal pain behind a mask of arrogance.

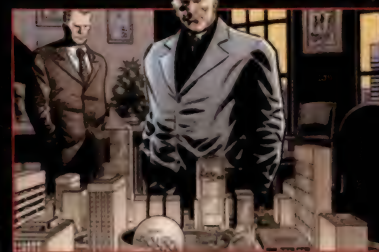


TWO STRANGERS Clark was the only person in Smallville who empathized with Lex's feelings of isolation.

EXPLOSION An accident, physically and mentally, scarred Lex so deeply he has erased all record of his ever being in Smallville.

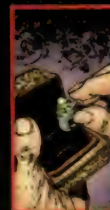
THE RISE OF LUTHOR

Years later, Lex appeared in Metropolis and built his technology company, LexCorp, into a powerhouse. Financial success led to political power, and he was considered the city's most powerful figure. Then came the day that SUPERMAN appeared in the skies above Metropolis and turned Lex's world upside down. Superman openly accused Luthor of being a criminal mastermind rather than a benefactor of mankind. Unwilling or unable to link this "meddling alien" with the boy he had known a decade earlier, Luthor swore to bring down the Last Son of Krypton. Over the years, he has used his power and influence to plague the Man of Steel time and again.



KRYPTONITE RING

Luthor got in his licks but continued to be thwarted by Superman both directly and indirectly. On one occasion, a ring Luthor had fashioned from kryptonite gave him cancer owing to the radiation inherent in the alien rock. Lex faked his death, and transferred his mind into the body of a clone, pretending to be Luthor's heretofore unknown son. This Luthor soon evolved to resemble the original, but continued to come second in his struggles with Superman.



METROPOLIS DESTROYED

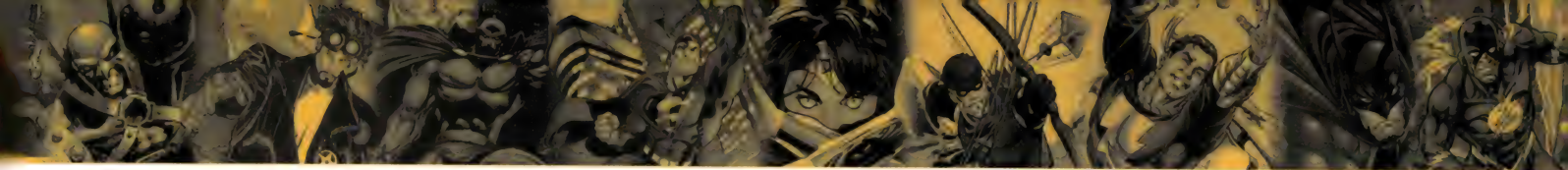
Lex showed his true colors by refusing to sacrifice himself to help reignite the sun after the Sun-Eater had snuffed out its energy. When Lois Lane (see LANE, LOIS) exposed his criminal dealings, Luthor triggered devices hidden within Metropolis that destroyed the city. Superman and his



IN RUINS Luthor destroyed Metropolis in a bid to avoid exposure by Lois Lane.

fellow heroes rebuilt Metropolis and the battle between Superman and Luthor continued. His manipulations extended to Metropolis's citizens, who sided with Superman over Luthor.





CLASH OF WILLS Perry White and Luthor never got along and it chafed when Luthor came to own Perry's beloved Daily Planet.

FRONT PAGE NEWS

Lois found out that Luthor had known of Imperix's threat earlier than stated. He demanded that this be the story the Planet killed, but the savvy reporter tricked him, giving her notes to Clark Kent, who wrote a scathing piece, exposing Luthor for the criminal he was.

WARSUIT Luthor finally took matters in his own hands, attempting to destroy both Superman and Batman.

LUST FOR POWER

Realizing the need to muzzle the press, Luthor bought and then sold the Daily Planet to Perry White (see WHITE, PERRY) on condition that Lois Lane killed any single story of his choosing. Feeling safe from exposure, Luthor ran for U.S. President to gain the power needed to bring Superman down. Surprisingly, he served the U.S.'s interests well, strengthening or forging relationships with many nations from Atlantis to Russia, and rallying the troops when Imperix arrived to destroy Earth (see Great Battles, pp. 320-1).

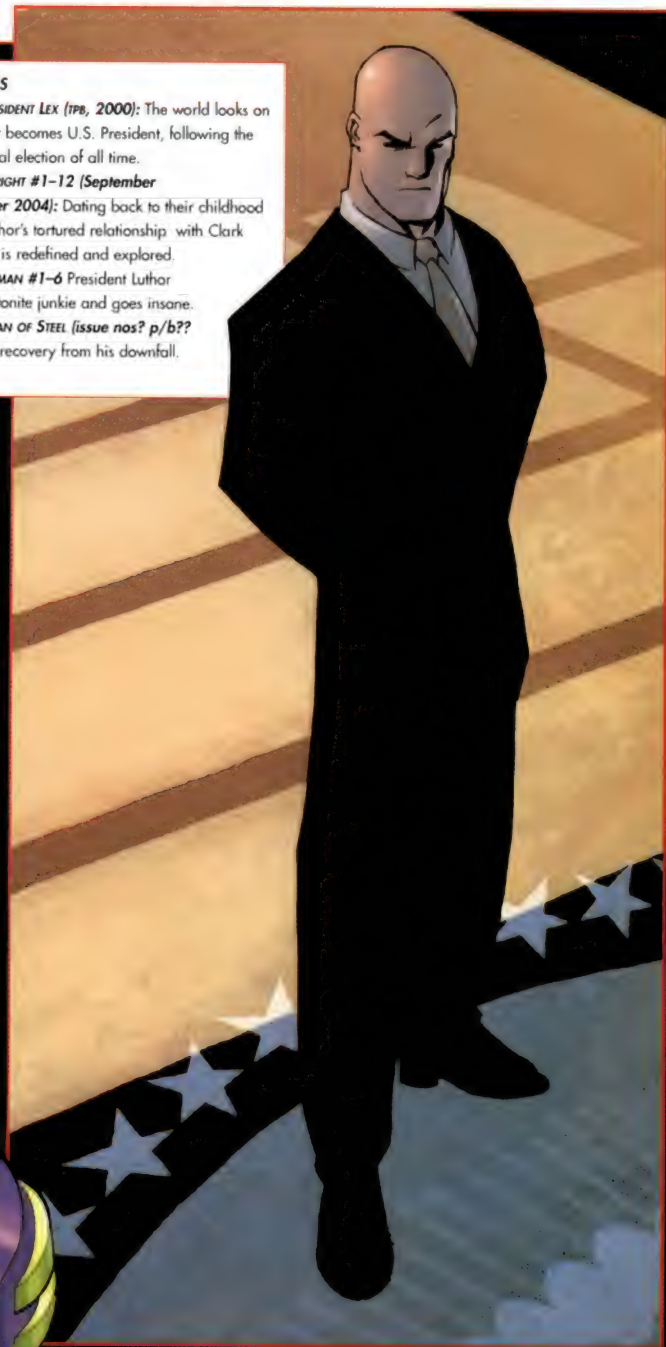


ADVANCE WARNING

Luthor had secretly known of Imperix's invasion plans, but ordered Lois Lane to kill the story. However, Clark Kent printed the full truth, marring Luthor's term as U.S. President.

KEY STORYLINES

- **SUPERMAN: PRESIDENT LEX (TPB, 2000):** The world looks on aghast as Luthor becomes U.S. President, following the most controversial election of all time.
- **SUPERMAN: BIRTHRIGHT #1-12 (September 2003-September 2004):** Dating back to their childhood in Smallville, Luthor's tortured relationship with Clark Kent/Superman is redefined and explored.
- **SUPERMAN/BATMAN #1-6** President Luthor becomes a kryptonite junkie and goes insane.
- **LEX LUTHOR: MAN OF STEEL (issue nos? p/b?? 2004):** Luthor's recovery from his downfall.



U.S. PRESIDENT Luthor was quite effective in his post, improving diplomatic relations with Atlantis and other countries.

ACT OF MADNESS

Luthor's presidential power still could not bring about the end of Superman and his costumed friends. When an asteroid neared Earth, Luthor detected kryptonite radiation and used that to try and turn the public against the Man of Steel. He even sent costumed champions after Superman, but this gambit also failed. Finally, he donned a LexCorp war suit and tried to take down not only Superman, but BATMAN as well. His efforts were in vain and his deception was made public. Driven from the presidency, Luthor was thought to have died but limped to freedom, an angry, vengeful man. RG



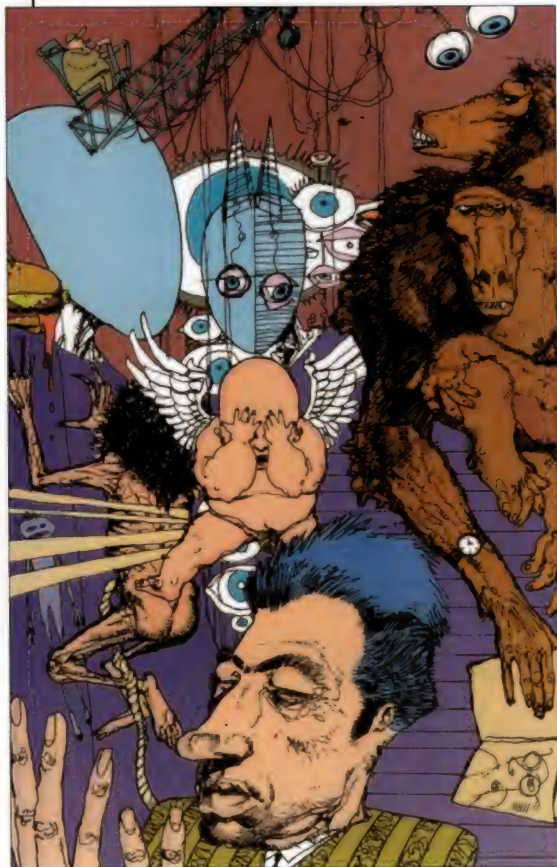
MEN FROM N.O.W.H.E.R.E.

FIRST APPEARANCE DOOM PATROL (2nd series) #35 (August 1990)
STATUS Villain group (destroyed) **BASE** Mobile
SPECIAL POWERS/ABILITIES The Men had invisible rayguns that have tremendous destructive power; could also transform children's toys into deadly weapons; tears in their coats were in fact portals into another world.

During World War II, a group dedicated to the extermination of eccentricity and difference, named the Agency, began snatching the soul husks of men using the silver tongs of the all-powerful Telephone Avatar, a being they had trapped in a sub-sub basement of the Pentagon. These soul husks became the Men from N.O.W.H.E.R.E. The Men captured powerful psychic Wallace Sage, who was forced to create their bizarre weapons with his mind.

Agent Darren Jones, who had been fired from the Agency for misconduct, created a cadre of imitation Men from N.O.W.H.E.R.E. to destroy Danny the Street, a living, breathing avenue! The Men were rebuffed by the DOOM PATROL, Danny's new teammates, and were rendered powerless by Danny himself. Weeks later, the real Men from N.O.W.H.E.R.E. kidnapped Doom Patroler Dorothy Spinner (see SPINNER, DOROTHY), hoping to link her psychic powers—which enabled her to manifest the contents of her subconscious mind—to Wallace Sage's and use them to control the captured Telephone Avatar. But Dorothy's powers proved both unpredictable and uncontrollable, and she destroyed both the Telephone Avatar and the Men from N.O.W.H.E.R.E. PJ

NOW OUR WEAPONS HANKER EAGER RECOGNIZING ECCENTRICITY The Men from N.O.W.H.E.R.E. could only speak in acronyms that spelled N.O.W.H.E.R.E. PJ



MENTO

FIRST APPEARANCE DOOM PATROL (1st series) #91 (November 1964)
STATUS Hero turned villain **REAL NAME** Steve Dayton
OCCUPATION Professional criminal **BASE** Mobile
HEIGHT 5ft 10in **WEIGHT** 178 lbs **EYES** Blue **HAIR** Brown
SPECIAL POWERS/ABILITIES Mento helmet previously provided a considerable array of psychokinetic powers; as a computer entity, Dayton's superpowers are as yet unrevealed, but are likely to be vastly enhanced and facilitate his insane schemes.



Steve Dayton, psychologist and head of Dayton Industries, was once the fifth-richest man in the world. Yet his money couldn't win him the heart of Rita Farr—Elasti-Girl of the DOOM PATROL—and he invented the "Mento helmet" to enhance the powers of his mind and to adventure alongside her as the super hero Mento. Farr eventually relented and married

Dayton, and the two of them adopted the shape-changing Garfield "BEAST BOY" Logan. When Elasti-Girl died, Mento took revenge on her killers, GENERAL ZAHN and MADAME ROUGE. Later, he discovered that he had terminal cancer. Dayton tried to use the Mento helmet to control the disease, but the effort drove him mad. In his insanity he founded a criminal team called the HYBRID to battle the TEEN TITANS, and implanted a new type of Mento chip directly into his brain. He began creating a shadowy new role for himself as "The Crimelord," plotting global dominance. When DEATHSTROKE: THE TERMINATOR uncovered his plans, Dayton merged with his intelligent supercomputer Zarina to infiltrate the Internet. DW

MERA

FIRST APPEARANCE AQUAMAN (1st series) #1 (October 1963)
STATUS Hero **REAL NAME** None
OCCUPATION Queen of Atlantis **BASE** City of Poseidonis
HEIGHT 5ft 9in **WEIGHT** 160 lbs **EYES** Blue **HAIR** Red
SPECIAL POWERS/ABILITIES Strength surpassing that of a human; able to telepathically solidify water into various shapes for offensive and defensive purposes; an aquatic being able to survive on land for limited durations.

The beautiful Mera was monarch of Xebel, an other-dimensional aquatic civilization much like Earth's Atlantis, until she was deposed and banished to Earth. AQUAMAN helped Mera regain rule of Xebel, but she then left her home to be with Aquaman, the pair becoming king and queen of Atlantis.

However, the course of true love runs no smoother underwater than above the surface, and Mera and Aquaman's marriage foundered after the murder of their infant son, Arthur Jr., by the diabolical BLACK MANTA. They separated and Mera became the unwilling mate of evil Thanatos—a sorcerer strongly resembling Aquaman—and bore him a son, A.J., who rapidly aged to adulthood in the villain's realm. Aquaman freed Mera from Thanatos, and she returned with him to Poseidonis, capital of Atlantis, to general rejoicing.

Unfortunately, the waters of Earth have not always been kind to Mera, and she has struggled to maintain her sanity as a result. She has also fallen under the influence of the mystic Hagen and the Sorcerous Class, who have used narcotics to make the Atlantean queen their pawn. SB



MERCENARIES, THE

FIRST APPEARANCE G.I. COMBAT #242 (June 1982)
STATUS Hero team **BASE** Mobile
MEMBERS
Gordon (last name unrevealed) A former Green Beret.
Philip "Prince" Edwards A poor British soldier.
Horst Brenner Former automobile factory worker.

The Mercenaries are three soldiers of fortune who travel the world looking for adventure and paying missions across war-torn battlefields. They joined the French Foreign Legion on the same day and became fast friends. None of them, however, believed that the work they were doing and the danger they were continually placed in was worth the low pay. They decided to leave the Legion and, calling themselves the Mercenaries, travel the world, fighting for whichever army paid them the most.

Still hunted by the French Foreign Legion for desertion, the Mercenaries are masters of armed and unarmed combat, and are renowned for their loyalty to their employers, providing the price is right. PJ

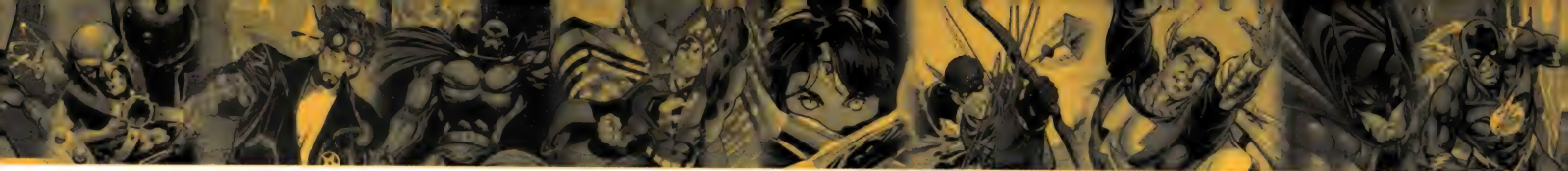


MERRY, GIRL OF 1,000 GIMMICKS

FIRST APPEARANCE STAR SPANGLED COMICS #81 (June 1948)
STATUS Hero **REAL NAME** Merry Pemberton King
OCCUPATION Adventurer **BASE** Civic City
HEIGHT 5ft 3in **WEIGHT** 117 lbs **EYES** Blue **HAIR** Red
SPECIAL POWERS/ABILITIES No special powers, but quick-witted and an excellent athlete.

Merry Creamer was the daughter of a two-time loser who placed her in an orphanage when he was sent to prison for life. When Sylvester Pemberton III (Star-Spangled Kid) was injured, his wealthy father, noting his lack of friends, adopted Merry to be his companion. Sylvester's newly-adopted sister learned the Kid and STRIPESY's secret identities and took an alias of her own: Gimmick Girl. Merry had several adventures before pursuing a romance with Henry King, the criminal Brain Wave II. She had a son, Henry King Jr. When Brain Wave was arrested, Merry raised the boy on her own. Sadly, Merry Pemberton King experienced a mental breakdown and faked her own death when Henry Jr. was in his early teens. As a senior citizen, Merry came to regret her past and joined with several other surviving costumed heroes as Old Justice, lobbying to stop costumed minors going into dangerous situations. After a trip to the planet Myrg with YOUNG JUSTICE, however, she has reconsidered her position on costumed youths. RE





METAL MEN

FIRST APPEARANCE SHOWCASE #37 (April 1962)

STATUS Hero team **BASE** Metropolis

MEMBERS AND POWERS

All Metal Men can morph into almost any form.

Gold (destroyed) Analytic mind and leadership skills.

Lead Good-natured and thick-headed; an effective shield against radiation.

Iron Quiet and strong team player.

Mercury Highly educated; can become liquid metal.

Tin Insecure; weakest of the Metal Men.

Platinum Also called Tina; flirt once in love with Dr. Magnus.

Magnus Veridium Constructed of an alien alloy; strongest of the Metal Men; capable of flight and energy absorption.

Dr. Will Magnus's Metal Men became the toast of the robotics industry for their shape-shifting abilities and lifelike personalities. That last trait was no accident—the Metal Men were humans trapped in robot bodies. Dr. Will Magnus and his brother Mike started Magnus Robotics under contract to the military. Mike's wife, Sharon, developed nuclear-powered "responsometers" to

give the robots artificial life, but when the process failed, Mike accidentally sent his life essence into the inert Metal Man known as Gold. Others in the room suffered similar fates: Sharon became Platinum, two other scientists found themselves in the bodies of Mercury and Iron, the janitor turned into Tin and a pizza-delivery man woke up as Lead.

Will Magnus erased their memories and tried to restore them to their human forms. In the meantime, the Metal Men became heroes, often joining their malleable figures into giant machines to defeat the likes of Cheeto and the Missile Men. When the Missile Men killed Gold, Will Magnus sacrificed his own human form to take control of the ultimate Metal Man, Veridium. The Metal Men are still active (Veridium is a special advisor to the U.S. President) and although they will never be human, they have found a new life that is equally satisfying. DW



METALLO

FIRST APPEARANCE ACTION COMICS #252 (May 1959)

STATUS Villain **REAL NAME** John Corben

OCCUPATION Conman; thief **BASE** Metropolis

HEIGHT Variable **WEIGHT** Variable

EYES Green photoreceptor cells **HAIR** None

SPECIAL POWERS/ABILITIES Human brain housed in powerful robotic body powered by kryptonite; can morph into nearly any mechanical size, shape, or height; can project his consciousness into other technological devices, transforming them into an extension of his own body.



HEART OF EVIL Metallo's original, more humanoid body housed a deadly heart—a chunk of kryptonite, the metallic ore lethal to Superman.

Small-time conman John Corben was nearly crushed in a car accident, but robotics specialist Emmett Vale was passing by and rescued Corben, transplanting the criminal's still-functioning brain into a special robotic body powered by kryptonite. Vale had obtained a chunk of the destroyed planet Krypton, SUPERMAN's homeland, from the remains of Superman's birth matrix in Kansas. After Corben's operation, he used the piece of irradiated ore to power the criminal's new robot body. Fearing an invasion from Krypton, Vale told Corben he had to destroy Superman, but Corben instead snapped Vale's neck, killing him.

Metallo, as Corben was now called, did fight Superman a number of times, using his kryptonite power source to weaken the Man of Steel. But Lex Luthor (see LUTHOR, LEX) captured Metallo and stole the cyborg's kryptonite heart for his own purposes. Using a back-up power cell to escape Luthor's clutches, Metallo sold his soul to the demon NERON to gain even more power. Soon after, Metallo joined forces with BRAINIAC 13. Corben's metallic body grew to giant proportions after absorbing Metropolis's technological infrastructure before "downgrading" to a more human scale.

Able to shapeshift into nearly any mechanical form imaginable, and desiring nothing less than the death of Superman at his hands, Metallo is a rampaging, homicidal nightmare. The cyborg fought the Man of Steel and BATMAN when the Dark Knight discovered evidence that Corben might have been the criminal who murdered his parents, Thomas and Martha Wayne, in Gotham City. PJ

MISTER MXYZPTLK

FIRST APPEARANCE (historic) SUPERMAN (1st series) #30 (October 1944); (current) SUPERMAN (2nd series) #11 (November 1987)
STATUS Villain **REAL NAME** Untranslatable
OCCUPATION Little devil **BASE** Fifth Dimensional world of Zrfff
HEIGHT 3ft 9in **WEIGHT** 59 lbs **EYES** Blue **HAIR** White
SPECIAL POWERS/ABILITIES Beings from Zrfff possess shape-changing abilities and other "magical" powers that can transform animate and inanimate objects into other forms, usually on a temporary basis.

Every 90 days, SUPERMAN can expect a visit from Mr. Mxyzptlk. The imp loves challenging the Man of Steel with magical mischief, games that can only end when Superman tricks him into saying his name backwards. The fifth dimension Mxyzptlk hails from defies the physical laws of the three-dimensional world. Since humans cannot perceive 5-D constructs, Mxyzptlk employs an illusory, gnome-like body when on Earth, an easy feat for a being whose science can animate inanimate material and create matter from nothingness. Mxyzptlk's first trick on Earth was to animate the *Daily Planet* building in Metropolis. He then turned Lois Lane (see **LANE, LOIS**) into a mannequin.



METROPOLIS MAD
 Mr. Mxyzptlk's fascination with Metropolis extends to Lois Lane and Lex Luthor.



SHAPE-CHANGER The imp may appear goofy, but he is a powerful being from another reality, to Superman's regret.

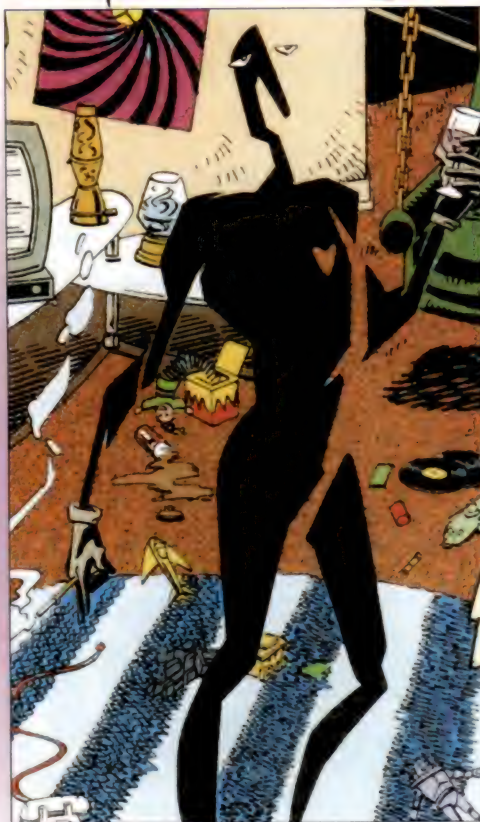
One of his favorite tricks is to cause bizarre alterations to Superman's physique, either aging him, making him absurdly obese, or making his head swell alarmingly. On one visit, he competed with fellow imp BAT-MITE to prove which of them was the best mischief-maker. The result was a tie, but Superman, BATMAN, LOIS and ROBIN were driven to distraction. On another occasion, Mxyzptlk offered Lex Luthor (see **LUTHOR, LEX**) red kryptonite when the imp was too busy to visit. Using red kryptonite, Luthor temporarily stripped Superman of his powers. Later, Mxyzptlk recreated DOOMSDAY and "died" crushed by the rampaging creature's bony protrusions. Of course, he was only playing dead. Mxyzptlk's greatest humiliation came at the hands of the JOKER, who talked the imp out of most of his powers. Mxyzptlk watched in horror as the Clown Prince of Crime turned Earth into a nightmarish world. Mxyzptlk helped Superman and Batman defeat the Joker and things, including the imp's quarterly visits, returned to normal. RG

MISTER NOBODY

FIRST APPEARANCE DOOM PATROL (2nd series) #26 (September 1989)
STATUS Villain (deceased) **REAL NAME** Morden (first name unrevealed)
OCCUPATION Former scientist; cult leader **BASE** Mobile
HEIGHT 5ft 8in **WEIGHT** 0 lbs **EYES** Red **HAIR** None
SPECIAL POWERS/ABILITIES An abstract man who lived in a pseudo-dimensional state; could psychically induce a state of playful anarchy in other human beings; his powers are not inherently destructive.

After double-crossing the Brotherhood of Evil (see **SOCIETY OF SIN**), the greatest enemies of the DOOM PATROL, a man known only as Mister Morden fled to Paraguay to escape the Brotherhood's wrath. There, he met a Nazi war criminal, Doctor Bruckner, who promised to turn him into a new man. Morden was locked in a room that simulated an infinity of white space stretching in all directions. Driven insane and injected with serums that transformed his body, Morden became Mister Nobody. He gathered a crew of outcasts and, pledging to celebrate the absurdity of life, called his cadre the BROTHERHOOD OF DADA.

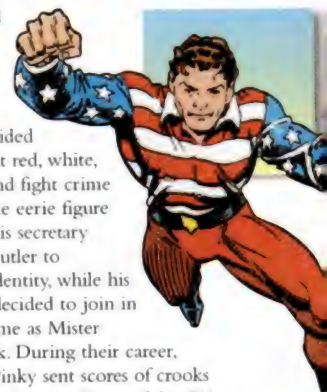
The Brotherhood stole a mystic painting that devoured worlds and attempted to consume Paris with it, but the Doom Patrol stopped them just in time. For a time, Mister Nobody chose to live in the painting, until he returned to the normal world and gathered a new Brotherhood of Dada, who then went on a nationwide tour to promote anarchy. At one rally, Mister Nobody attempted to use the crowd's focused mental energies and the painting's power to unravel reality. After a battle between the military, the Doom Patrol, and the Brotherhood, Mister Nobody was turned back into his human form and killed, having been accidentally impaled on a rusty pole. PJ



MISTER SCARLET

FIRST APPEARANCE WOW COMICS #1 (Winter 1940-1)
STATUS Hero **REAL NAME** Brian Butler
OCCUPATION Adventurer; district attorney **BASE** Mobile
HEIGHT 6ft **WEIGHT** 192 lbs **EYES** Brown **HAIR** Brown
SPECIAL POWERS/ABILITIES Skilled acrobat and hand-to-hand combatant.

Brian Butler worked as a district attorney but became frustrated by the limitations of the legal system. He decided to pull on a skintight red, white, and blue bodysuit and fight crime as Mister Scarlet, "the eerie figure all criminals fear." His secretary Miss Wade helped Butler to preserve his secret identity, while his young ward Pinky decided to join in the gang-busting game as Mister Scarlet's boy sidekick. During their career, Mister Scarlet and Pinky sent scores of crooks to the slammer, including the Dean of the Crime College. In fact, the Scarlet Scourge became so successful as a vigilante that crime soon dwindled down to practically nothing, and Brian Butler had to temporarily leave the legal profession for lack of work! Mister Scarlet eventually retired from the super-hero game, and Pinky has since assumed the guise of Mister Scarlet II in his stead. DW



MISTER TERRIFIC I

FIRST APPEARANCE SENSATION COMICS #1 (January 1942)
STATUS Hero (deceased) **REAL NAME** Terry Sloane
OCCUPATION Businessman; teacher **BASE** Boston; New York City
HEIGHT 5ft 10in **WEIGHT** 175 lbs **EYES** Blue **HAIR** Blond
SPECIAL POWERS/ABILITIES Was a masterful hand-to-hand combatant; had genius level IQ.

Terry Sloane was a child genius who graduated from high school by age 11 and completed Harvard by age 12. Becoming an Olympic medalist and millionaire businessman during the Great Depression, Sloane grew suicidal when he believed he had nothing left to attain. After he saved the life of a young woman whose brother had become involved with the mob, Sloane found the challenge he needed. Donning a colorful costume, Sloane became Mister Terrific and stamped out the mob's influence.

During World War II, Mister Terrific joined the JUSTICE SOCIETY OF AMERICA and the ALL-STAR SQUADRON. Retiring years later, Sloane became a professor at Gateway University but was murdered by his arch-enemy the Spirit King. Sloane's granddaughter Victoria inherited his fortune and became the nefarious casino owner ROULETTE. PJ



FAIR PLAY Possessed by an unyielding sense of moral and ethical responsibility, Mister Terrific used his skills to end the careers of a number of criminals.

MISTER TERRIFIC II

FIRST APPEARANCE THE SPECTRE (3rd series) #54 (June 1997)
STATUS Hero **REAL NAME** Michael Holt
OCCUPATION Adventurer; retired electronics engineer and financier; currently a security adviser for Tylerco **BASE** New York City
HEIGHT 6ft 2in **WEIGHT** 215 lbs **EYES** Brown **HAIR** Black
SPECIAL POWERS/ABILITIES Olympic-level athlete and hard-hitting fighter; T-Spheres—floating devices of Holt's own design—gather information and project holograms.

Michael Holt first found fame for bringing home the gold medal in the Olympic decathlon. Later, he formed his own cyberwear company, subsequently retiring young and wealthy. However, Holt's charmed life was shattered when his wife Angela died in a car crash. Distraught, he thought of committing suicide. The SPECTRE intervened, making Holt reconsider his purpose in life. He became inspired by the example of Mister Terrific fighting to win over inner-city kids who risked ruining their lives in petty crime. As Mister Terrific II, he joined the JUSTICE SOCIETY OF AMERICA, becoming team chairman. He led a new JSA to defeat the world-conquering ULTRA-HUMANITE when his fellow teammates, as well as most of Earth's meta-humans, were defeated by the mind-controlling villain and imprisoned, immobile and helpless. With time, Michael Holt's exploits as Mister Terrific may even surpass Terry Sloane's. SB

PACKS A PUNCH

Michael Holt was as hard-hitting as his predecessor, Terry Sloane, when he broke the nose of the murderous international terrorist known as Kobra.



MISTER WHO

FIRST APPEARANCE MORE FUN COMICS #1 (November 1941)
STATUS Villain **REAL NAME** Unrevealed
OCCUPATION Scientist **BASE** Mobile
HEIGHT 5ft 5in **WEIGHT** 145 lbs **EYES** Blue **HAIR** None
SPECIAL POWERS/ABILITIES Solution Z let him escape his body's prison; able to change size and shape at will.

Mister Who was born "a hopeless cripple" and tormented by his peers while growing up. As a scientist, he developed Solution Z, based on the world's most adaptive creatures, and used it on himself to become "strong and tall."

Filled with resentment over the way in which he'd been treated all his life, the scientist decided not to share his discovery, and used his new abilities to steal art treasures and surround himself with beauty. The miraculous Solution Z gave Mister Who complete control over his body, enabling him to grow to giant size, become paper-thin, blend into any background like a chameleon and even assume the appearance of any person. He also gained superstrength and viewed himself as virtually unkillable. If he lost a limb, he believed it would grow back. He fought DR. FATE repeatedly, only to lose each time. RG



STRONG AND TALL Despite being mortal, his shape-changing powers make Mr. Who a formidable opponent for the likes of Dr. Fate and the first Green Lantern, Alan Scott.



MISTER ZSASZ

FIRST APPEARANCE BATMAN: SHADOW OF THE BAT #1 (June 1992)
STATUS Villain **REAL NAME** Victor Zsasz
OCCUPATION Serial killer **BASE** Gotham City
HEIGHT 5ft 8in **WEIGHT** 150 lbs **EYES** Blue **HAIR** Blond
SPECIAL POWERS/ABILITIES Skilled with a knife and possesses a brilliant criminal mind; a totally ruthless psychopath who takes a sadistic delight in killing; can appear chillingly normal.

Mister Zsasz suffered no horrific childhood trauma, and can claim no strange jumbling of his brain chemistry. Zsasz grew up with love, money, and privilege, and made a fortune in his twenties. Despite his success, he felt empty inside, and he came to feel the same about everyone else—people were just automatons shuffling around in search of amusement. Convinced he should kill himself, he decided instead to give others the release of death. Since that time, Mister Zsasz has killed dozens, usually with a knife. For

each murder, he cuts a mark into his skin. Zsasz has been imprisoned in Arkham Asylum but has always escaped, crossing paths with adversaries including the BATMAN and KILLER

CROC. He operates according to no preset pattern, and his fixation on thrill-killing makes him one of the Dark Knight's deadliest opponents. DW



MOCKINGBIRD

FIRST APPEARANCE SECRET SIX #1 (May 1968)
STATUS Hero **REAL NAME** Carlo di Rienzi
OCCUPATION Director of Secret Six **BASE** Chevy Chase, Maryland
HEIGHT 6ft 2in **WEIGHT** 175 lbs **EYES** Blue **HAIR** White
SPECIAL POWERS/ABILITIES Skilled magician; possesses a talent for manipulating the actions of others.



Mockingbird is the codename of the clandestine overseer and benefactor of the SECRET SIX crime-fighting team. The original team, composed of six individuals whose specialties ranged from chemistry to espionage, never suspected that Mockingbird was one of their own—Dr. August Durant. The U.S. government had compelled Durant to act as Mockingbird in exchange for the medicine needed to treat his terminal illness.

Decades after the Secret Six had disbanded, an aging Durant decided to let his fellow member Carlo di Rienzi in on his secret, and asked the former stage magician to take over as the new Mockingbird. Di Rienzi then assembled a second team of Secret Six agents to combat a worldwide bio-virus. Breaking from Mockingbird tradition, di Rienzi eventually revealed his true identity to the new team to gain their trust. DW

MONARCH

FIRST APPEARANCE ARMAGEDDON 2001 #1 (May 1991)
STATUS Villain **REAL NAME** Nathaniel Adam
OCCUPATION Would-be world conqueror **BASE** Mobile
HEIGHT 6ft 4in **WEIGHT** 456 lbs (in armor) **EYES** Blue **HAIR** Brown
SPECIAL POWERS/ABILITIES Armor includes a panoply of weapons and defense systems; possesses space- and time-warping powers.



Hank Hall served the Lords of Order alongside his brother Don, as HAWK AND DOVE. When Don was killed, Hawk became increasingly belligerent, until the Lords of Order empowered Dawn Granger to become a second Dove to help pacify him. Dawn

was later killed by Hawk's future-self, a loss that drove Hank Hall insane. He became Monarch, destroying Earth's super heroes in the early 21st century to pave the way for world domination. However, Monarch's future was undone by Matthew Ryder, the time-traveling WAVE RIDER, who led other super heroes to prevent this dystopia.

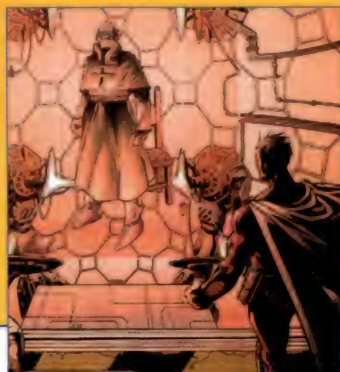
Hank Hall soon developed the means to manipulate time and abandoned the armor of Monarch to adopt the guise of EXTANT, the villain behind the choral crisis known as Zero Hour (see Great Battles, pp. 320–1).

Later, a doppelganger of Nathaniel Adam (see CAPTAIN ATOM) took up the mantle of Monarch and tried to become world dictator. His insidious scheme was thwarted by EXTREME JUSTICE. SB

M'ONEL (VALOR)

FIRST APPEARANCE (as Lar Gand) L.E.G.I.O.N. #16 (June 1990); (as M'Onel) LEGIONNAIRES #37 (June 1996) **STATUS** Hero
REAL NAME Lar Gand **OCCUPATION** Legionnaire **BASE** Earth
HEIGHT 6ft 1in **WEIGHT** 165 lbs **EYES** Blue **HAIR** Black
SPECIAL POWERS/ABILITIES Under a yellow sun, superstrength, superspeed, enhanced hearing, freezing breath, heat, telescopic and microscopic vision, invulnerability, and the power of flight.

Lar Gand, an explorer from the planet Daxam (see Alien Races, pp. 150–1) joined L.E.G.I.O.N. to honor his father's memory, who sacrificed his life during the alien Invasion of Earth (see Great Battles, pp. 320–1). After Lar Gand helped end EQUISO's reign of terror, he took the name Valor. Fired from L.E.G.I.O.N. after ethical disputes with Vril Dox II, Valor took a spacecraft he dubbed *Pilgrim-1* and headed into space. There he discovered that the alien Dominators were plotting a second Invasion of Earth and had seized hundreds of metagene-positive humans for genetic experiments. He stopped the invasion, freed the Dominators' captives, and thereby seeded dozens of worlds with new races.



REVIVAL OF THE FITTEST

M'Onel visits Rā's al Ghūl, who is being held in custody by the United Planets Supreme Legislature in a hermetically sealed energy cage. But this is no social visit. M'Onel needs Rā's al Ghūl's help to save the life of Legionnaire Sensor, who has been caught in an explosive wave of hypertaxis energy!

INFILTRATION!

Credo rebels opposed to the United Planets, attack Legion World via the Legion's own teleporting device, the Threshold.



CREDO M'Onel and other members of the Legion of Super-Heroes take hits to protect their leader, R.J. Brande, during an attack by a Credo advance guard.

Years later, Valor, dying of lead poisoning, was placed in the so-called Stasis Zone by SUPERBOY. Now a phantom, Valor found himself trapped in the Zone and unable to communicate with anyone outside his ghostly prison. In the 31st century, BRAINIAC 5.1 of the LEGION OF SUPER-HEROES was able to recreate the Stasis Zone Projector, and Gand was released from his prison. Valor, revered as a god-like figure by the 31st century, was invited to join the Legion after helping them defeat the FATAL FIVE. Granted a special "detached" status, which allowed him to explore the galaxy between Legion missions, Valor took the Martian name M'Onel, which means, "He who wanders." RG

MONGREL

FIRST APPEARANCE HAWKMAN (2nd series) ANNUAL #1 (1993)

STATUS Hero **REAL NAME** Josh Xan

OCCUPATION Adventurer **BASE** Mobile

HEIGHT 5ft 10in **WEIGHT** 160 lbs **EYES** Brown **HAIR** Black

SPECIAL POWERS/ABILITIES Can fire devastating bolts of darkforce energy from his hands.

Quarrelsome and arrogant, teenager Josh Xan received his superpowers when alien parasites invaded Earth during the Bloodlines crisis and attacked him, activating his latent metagene. In the past, his half-Vietnamese heritage had made Josh a target for bigots and caused him mental pain. Now, the negative mental thoughts he had kept bottled up for years saw expression as a unique form of energy which he could project with shattering force. Under the codename Mongrel, he used his darkforce powers to assist HAWKMAN and other heroes in ending the Bloodlines crisis.

Mongrel was not the only young hero who had earned superpowers during the alien invasion. The aliens, who drank human spinal fluid, triggered a related outbreak of meta-human powers among a small group of inexperienced youths. Collectively called the "New Bloods," this group of untested champions joined together as the BLOOD PACK at the behest of the shadowy U.S. government agency the Quorum, which hoped to use the Blood Pack's members to advance its own villainous agenda. After the Quorum's defeat, Mongrel faded from the public eye. DW



MONGUL

FIRST APPEARANCE ADVENTURES OF SUPERMAN #454 (April 1980)

STATUS Villain (deceased) **REAL NAME** Mongul

OCCUPATION Despotic conqueror **BASE** Warworld

HEIGHT 7ft 9in **WEIGHT** 1,135 lbs **EYES** Red **HAIR** None

SPECIAL POWERS/ABILITIES Mongul possessed, as his children do, vast superhuman strength and are nearly impervious to bodily harm; commander of an entire army of gladiators on his mobile Warworld

The first Mongul was a despicable conqueror who roamed the universe in his planet-sized Warworld. This giant mobile weapon was manned by thousands of slaves who were forced to fight in brutal gladiatorial games. On a self-imposed exile in space, SUPERMAN was captured by alien slavers and sold to the gladiator pits of Warworld. When Superman refused to kill his opponent, Draaga, Mongul entered the arena to personally slaughter the Man of Steel. But Superman defeated the tyrant and was transported off Warworld, while Draaga replaced the dishonored Mongul as its ruler.

Mongul then joined forces with the CYBORG SUPERMAN and destroyed Coast City, murdering its seven million inhabitants and hoping to transform it into a new version of Warworld named Engine City. Defeated and imprisoned, Mongul was offered more power by the demon NERON in exchange for his soul. When the alien despot proudly refused this offer, Neron killed him.

Some time later, Mongul's son and namesake arrived on Earth to warn Superman of the coming of IMPERIEX. After helping Superman prepare for the arrival of the cosmic destroyer, Mongul II turned against the Man of Steel, but was quickly defeated. After a mission to liberate DOOMSDAY from his lunar prison, Mongul II was slain by the murderous creature. PJ



GLADIATORIAL COMBAT On Warworld, the greatest warriors of a thousand conquered planets fought each other to the death for Mongul's entertainment. When Superman was found lost in space, he was captured by Mongul and fought the villain in the gladiator pits, where he nearly killed the Man of Steel. But Superman escaped, the gladiators overthrew Mongul's rule, and Mongul was forced to flee Warworld.



MONGAL The sister of Mongul II, she joined forces with Earth's alien allies during the Imperix War to gain access to Superman and try to kill him for tainting her father's memory. Power Girl later humiliated her in battle.

A SON'S REVENGE When Mongul II finally confronted Superman, he stopped at nothing to rend the Kryptonian's body limb from limb. But Superman was able to use his own strength and skills to defeat Mongul II, who was killed by Doomsday soon after.



MONGUL II Just as destructive and powerful as his father, Mongul II hunted the universe to take his revenge on Superman, who had dishonored the despot's father's name.



O.S.S. SPIES AT WAR

FIRST APPEARANCE G.I. COMBAT #192 (July 1976)

STATUS Intelligence agency **BASE** Washington, D.C.

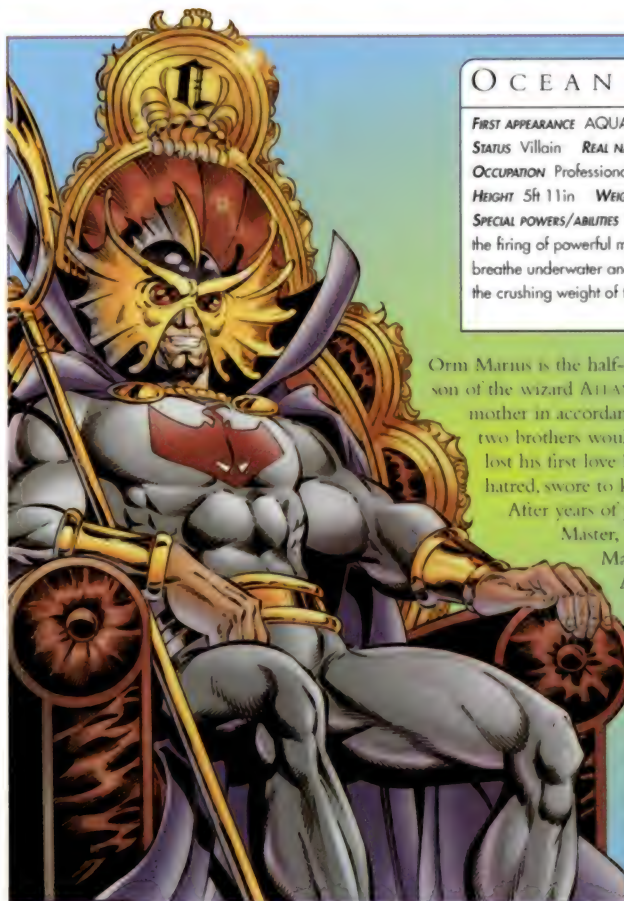
MEMBERS/ABILITIES

The most talented men and women in science, diplomacy, economics, and other fields were recruited, including the adventurer Speed Saunders. They had codenames such as Falcon, Shadow, Sprinter, Mongoose, Phoenix, Raven. Costumed heroes such as Manhunter II, Phantom Lady I, and Iron Munro also worked for O.S.S.

On December 7, 1941, The Office of Strategic Services was established to centralize the intelligence collection functions of the United States military forces. Carlo "Chuck" Sirianni functions as the BLACKHAWK's liaison with the group. One agent, who allowed his own wife to die rather than reveal the agency's secrets, was tapped to dispatch agents on other deadly missions and was known only as Control. After the war, the unit was absorbed

into the C.I.A. Control was later asked to head up ARGENT I, an international force under the Task Force X umbrella. He went underground after President J. F. Kennedy's assassination. Some time later Control died; however Argent's covert actions continued until ended by the modern-day SUICIDE SQUAD. RG

MISSION IMPOSSIBLE An O.S.S. field agent in action.



OCEAN MASTER

FIRST APPEARANCE AQUAMAN (1st series) #29 (October 1966)

STATUS Villain **REAL NAME** Orm Marius

OCCUPATION Professional criminal **BASE** The Atlantic Ocean

HEIGHT 5ft 11in **WEIGHT** 200 lbs **EYES** Brown **HAIR** Brown

SPECIAL POWERS/ABILITIES Trident possesses vast magical powers, notably the firing of powerful mystical energy blasts; amphibious; able to breathe underwater and swim at great speeds; is totally unaffected by the crushing weight of the ocean's great depths.

Orm Marius is the half-brother of AQUAMAN and the illegitimate son of the wizard ATLAN, who sired Marius by an unknown mother in accordance with an Atlantean prophecy claiming two brothers would vie for control of the kingdom. Orm lost his first love Kako to Aquaman and, seething with hatred, swore to kill the King of the Seven Seas.

After years of pirating, Orm, calling himself the Ocean Master, tried to overthrow Aquaman. Ocean

Master was defeated and banished from Atlantis. Ocean Master returned to attack Aquaman several times, often with such partners as BLACK MANTA and the SHARK. Ocean Master later attacked Aquaman on the astral plane. Ocean Master sold his soul to the demon NERON for even greater power. Ocean Master was tricked, however, and now suffers great pain whenever he releases the trident that channels his magical energies. Ocean Master continues to plot revenge on Aquaman, consumed by jealousy and rage at his half-brother. PJ

OBSIDIAN

FIRST APPEARANCE ALL-STAR SQUADRON #25 (September 1983)

STATUS Villain **REAL NAME** Todd Rice

OCCUPATION Super-villain **BASE** Mobile

HEIGHT 5ft 11in **WEIGHT** 193 lbs **EYES** Brown **HAIR** Brown

SPECIAL POWERS/ABILITIES Can control the shadow force to become a living shadow or send people into the "shadowlands" of their deepest fears.

Son of original GREEN LANTERN Alan SCOTT, Todd Rice and his sister Jennie (JADE) were raised by foster parents after their mother, Rose (see ROST AND THORN), gave them up without her husband's knowledge. Todd grew up in Milwaukee where his adoptive father abused him. At an early age the boy learned how to manifest the shadow powers that seemed to reflect his own bitterness and pain. Taking the alias Obsidian, Todd, his sister and other young heroes banded together as INFINITY, INC. After the team broke up, Obsidian succumbed to the shadows in his heart and teamed with the JSA's old nemesis Ian Karkull to spread darkness and terror across the planet. Alan Scott defeated his son, who seemingly perished—until reappearing alongside the near-omnipotent ECTOPUS and Mordru (see DARK LORD) to destroy the world. Once again Alan Scott triumphed, overwhelming Obsidian with emerald energy after reclaiming his Green Lantern title. DW



DARK SIDE

Obsidian's recent attempts to plunge the world into blackness seem to have opened a path to redemption. In time he may re-emerge as a hero.

ODD MAN

FIRST APPEARANCE CANCELLED COMICS CAVALCADE #2 (Fall 1978)

STATUS Villain **REAL NAME** Clayton "Clay" Stoner

OCCUPATION Private investigator; crime fighter **BASE** River City

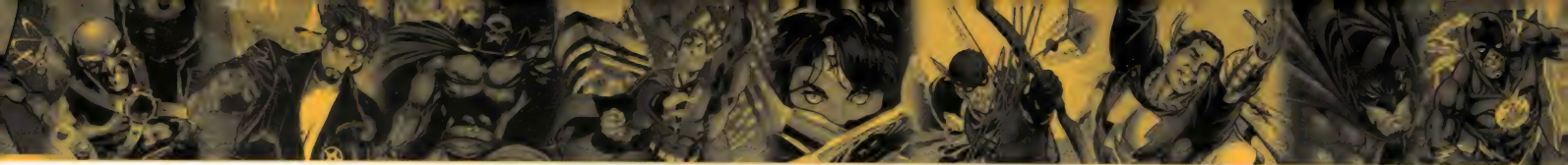
HEIGHT 5ft 11in **WEIGHT** 180 lbs **EYES** Blue **HAIR** Black

SPECIAL POWERS/ABILITIES Above-average hand-to-hand combatant; costume contained a variety of clownish gags and gimmicks to disorient and defeat opponents, including a weighted tie, slippery oil spray, smoke-emitting gloves, and anesthetic gas.

When there was trouble in crime-ridden River City, private investigator Clay Stoner became the Odd Man out of nowhere, clad in a confusing costume that was more like a carnival clown's and based in an office that turned end-over-end to dizzy dimwitted stoolies. The Odd Man literally turned the underworld upside-down with his heroic high jinks and wacky weapons. He didn't just make fools of hardened gangsters; the Odd Man once solved a murder mystery involving the reincarnation of the first Nile Queen and her Pharaoh consort.

The Odd Man has had a minor association with the public service super-hero agency known as HERO HOTLINE. He also applied for the position of Security Chief at Project Cadmus. Passed over, the Odd Man also tried and failed to interest the POWER COMPANY, a superpowered law firm, in his slapstick services. The Odd Man remains River City's sole super hero. SB





OLSEN, JIMMY

SUPERMAN'S PAL

FIRST APPEARANCE SUPERMAN (1st series) #13 (November 1941)
STATUS Hero **REAL NAME** James Bartholomew Olsen
OCCUPATION Journalist; photographer **BASE** Metropolis
HEIGHT 6ft 2in **WEIGHT** 210 lbs **EYES** Blue **HAIR** Red
SPECIAL POWERS/ABILITIES Only an average athlete but has a keen photographer's eye; seemingly fearless in the face of danger; unswervingly loyal to his friends; periodically falls victim to bizarre mutant abilities he is usually powerless to control.

THE FIRST TWO PEOPLE ever rescued by SUPERMAN were Lois Lane (see LANE, LOIS) and a fresh-faced photographer named Jimmy Olsen. Superman befriended Jimmy and the teen became one of the Man of Steel's most faithful admirers. In return, Superman gave Jimmy a special watch with a hypersonic signal only Superman could hear, which the teen used to alert the Man of Steel. Inspired by his hero, Jimmy has embarked on many adventures, risking life and limb to get prize-winning shots. Who else but Jimmy could have fearlessly photographed the deadly battle between Superman and DOOMSDAY?



COUNTDOWN Jimmy has earned Superman's trust and, with it, a signal watch to summon the Man of Steel!

LOOKING FOR TROUBLE

Jimmy was brought up by his mother Sarah in Metropolis's Bakerline section, after his father, Jake Olsen, a covert military operative, went missing. The boy proved to be highly intelligent and became an academic star. But what Jimmy really wanted was action. He signed on as an intern and then a junior photographer at the *Daily Planet* newspaper. He quickly developed a crush on the paper's star reporter Lois Lane,

who tolerated the eager young pup and often brought him along on assignments. Jimmy also fell under *Daily Planet* editor Perry White's sway. White instilled in him the vital importance of photographs to truthful reporting, and the pair have something of a father-son relationship—which can turn explosive when Jimmy infuriates Perry by “accidentally” calling him “Chief.”

Jimmy is almost as reckless in his personal relationships as he is when chasing a front-page story. He dated Lois's little sister Lucy for a while, before embarking on a romance with Misa, a Hairie from Project Cadmus and even a computerized version of Lena Luthor, daughter of Lex Luthor (see LUTHOR, LEX). **RG**



SUPERMAN ARRIVES When a costumed figure first flew over Metropolis, reporter Lois Lane grabbed her favorite photographer, Jimmy Olsen. They covered the year's biggest story, the arrival of Superman.



THE CHIEF Still learning, Jimmy is often given guidance by Perry White—in no uncertain terms!

THIS IS A JOB FOR SUPERMAN! The Man of Steel has rescued Jimmy from certain death almost as often as he has saved Lois Lane!



NO PHOTOGRAPHS! Jimmy is one of the most intrepid photojournalists working in the U.S., willingly accompanying Lois to hear Lex Luthor in his LexCorp lair.



KEY STORYLINES

- **SUPERMAN'S METROPOLIS #1-12 (APRIL 2003-MARCH 2004):** Jimmy and Metropolis's Brainiac-created artificial intelligence learn from one another.
- **SUPERMAN'S PAL JIMMY OLSEN #133-134 (OCTOBER-DECEMBER 1971):** Jimmy learns of Darkseid's threat and begins a series of amazing adventures.
- **SUPERMAN #143 (MAY 1990):** Jimmy learns the truth about his father's disappearance and connection with Project Cadmus.



RIDDLER, THE

PRINCE OF PUZZLERS

FIRST APPEARANCE DETECTIVE COMICS #140 (October 1948)
STATUS Villain **REAL NAME** Edward Nigma (née Nashon)
OCCUPATION Professional criminal **BASE** Gotham City
HEIGHT 6ft 1in **WEIGHT** 183 lbs **EYES** Blue **HAIR** Black
SPECIAL POWERS/ABILITIES Brilliant in his own twisted way, but a poor hand-to-hand fighter. His addiction to leaving "enigmatic" clues to his crimes for Batman always proves his undoing.

EDWARD NIGMA'S SCHOOLTEACHER once held a contest to see which one of her pupils could assemble a puzzle the fastest. Little Edward secretly photographed the assembled puzzle, which he had found in the teacher's desk, and studied its formation so he could easily win. After this event, puzzles became his life. Failing in school, he took a job as a carnival barker, running a rigged puzzle booth. From there, it was only a matter of time before he turned to crime full-time as one of Gotham City's most famous rogues, the Riddler.



TRICKS FOR KICKS The Prince of Puzzlers loved matching wits with the Dynamic Duo.

ASKING THE QUESTIONS

The Riddler seemed psychologically incapable of committing a crime without first posing a riddle to BATMAN or the G.C.P.D. An admirer of the late, great escape artist Harry Houdini, the Riddler's tangled traps display a similar flair for showmanship. For years, he was considered a second-rate criminal, meeting defeat not only at the Dark Knight's hands, but also in matches against the ELONGATED MAN, FLASH, GREEN ARROW, BLACK CANARY, and the QUESTION. Recently, however, he has shown a more dangerous side, which seems to have attracted a score of followers.

He is usually accompanied by Diedre Vance and Nina Damfino, known as Query and Echo, who handle the rough stuff.

The Riddler was eventually diagnosed with terminal cancer, setting him on his most deadly path yet. He found one of Ra's al Ghul's Lazarus Pits and healed himself. Hoping to profit from this, he turned to his doctor, Philadelphia physician Thomas Elliot. Many years before, Elliot had tried to kill his parents but Thomas Wayne (Bruce Wayne's father) had saved Elliot's mother's life. Elliott hated the Waynes for spoiling his childhood plot and conspired with the Riddler to gain revenge on Batman. Thus began an involved scheme organized and planned by the Riddler, who learned Batman's identity in the process. Although he was returned to Arkham Asylum after the plan failed, the Riddler is satisfied to have cracked the riddle of Batman's identity, while continuing to taunt the Dark Knight with the mystery of where the body of Jason Todd (ROBIN II) — a pawn in the Riddler's grand scheme — currently resides. RG

NO JOKING MATTER Out for only himself, the Riddler has crossed many fellow rogues, including Harley Quinn.

RETURN OF HUSH When the Riddler's usefulness seemed at an end, he had good reason to fear the wrath of his former partner, Hush.

KEY STORYLINES

- **BATMAN #608-619 (DECEMBER 2003-NOVEMBER 2004):** Paired with Hush, the Riddler set out an elaborate scheme to kill Batman after learning his secret identity.
- **Batman #452-454 (August-September 1990):** In "Dark Knight, Dark City," the Riddler is possessed by the spirits of Gotham's founders as Batman learns about the city's gruesome beginnings.
- **SECRET ORIGINS SPECIAL (1989):** How Edward Nigma turned from cheater to master criminal.
- **THE QUESTION #26 (MARCH 1989):** Fleeing Gotham for Hub City, the Riddler wants to make a clean start, but fails once again.

RIDDLER'S GANG Over the years, the Riddler has used many costumed henchmen, mere pawns in his master game.



REX, THE WONDER DOG

FIRST APPEARANCE THE ADVENTURES OF REX, THE WONDER DOG #1 (February 1952) **STATUS** Hero **REAL NAME** Rex
OCCUPATION Soldier; intergalactic rover **BASE** Mobile
HEIGHT 2ft 8in **WEIGHT** 80 lbs **EYES** Blue **HAIR** White
SPECIAL POWERS/ABILITIES Incredibly intelligent, he can communicate with animals and humans alike.



Rex the Wonder Dog was adopted as a puppy by Danny Dennis, a young boy living in Libertyville during World War II. Danny's father, a lieutenant in the U. S. Army, volunteered Rex for a series of experiments being conducted by Doctor Anabolus. These experiments transformed

Rex, transforming the little pup into a full-sized, superintelligent dog. Doctor Anabolus was killed soon after by Nazi agents, but Rex escaped and became a distinguished soldier during both World War II and the Korean War.

Danny grew up and joined the military himself, following in his father's footsteps. Together, the boy and his dog traveled the world, helping to defend the innocent. After drinking from the Fountain of Youth along with Bobo the DETECTIVE CHIMP, Rex became eternally spry, and eventually joined the intergalactic rave party known as the Event Horizon (see RAVERS, THE). When the cosmic rave ended, Rex returned to Earth and, along with his old friend DETECTIVE CHIMP, still takes missions for the U.S. government's Bureau of Amplified Animals from time to time. PJ

FISTS OF FURY Four massive arms double the danger posed by the Apokoliptian menace known as Rip Roar!



RIDDLER, THE

SEE OPPOSITE PAGE

RIOT

FIRST APPEARANCE SUPERMAN: THE MAN OF STEEL #61 (Oct. 1996)
STATUS Villain **REAL NAME** Frederick Legion
OCCUPATION Super-criminal **BASE** Metropolis
HEIGHT 5ft 10in **WEIGHT** 145 lbs **EYES** Black **HAIR** Black
SPECIAL POWERS/ABILITIES Can create multiple duplicates of himself and reintegrate the copies at will.

Overworked at a high-tech laboratory, Frederick Legion decided that the only way he could complete all his experiments would be if there were somehow two Fredericks. Inspired, he stole a temporal phase shifter and plucked copies of himself from alternate microseconds in the timestream. He soon learned to duplicate without the aid of machinery, but the physical stress drove him mad and altered his appearance to that of a ghastly skeleton.

Now known as Riot, the multiplying menace clashed repeatedly with SUPERMAN but the Man of Steel's punches only created more Riots. Media mogul Morgan Edge recruited Riot into the Superman Revenge Squad (alongside Anomaly, Barrage, MAXIMA, and Misa), but the team never took off. When not terrorizing Metropolis, Riot is usually behind bars on Stryker's Island. DW

MULTIPLICATION Replicating allows Riot to stand up to the mighty Man of Steel.



RIP ROAR

FIRST APPEARANCE YOUNG JUSTICE #2 (September 1998)
STATUS Villain **REAL NAME** None
OCCUPATION Warrior **BASE** Formerly Apokolips
HEIGHT 7ft 6in **WEIGHT** 180 lbs
EYES Red **HAIR** Strawberry blond
SPECIAL POWERS/ABILITIES Massively strong; able to project both fire and ice.

Long ago, the four-armed juggernaut Rip Roar was dispatched with his hated rival, KALIBAK the Cruel, to plunder tribute for their master DARKSEID. Rip Roar stole a Super-Cycle (see Amazing Vehicle, pp. 32-3) from New Genesis, home of the NEW GODS who opposed Darkseid. Rip Roar bonded with this sentient vehicle and rode roughshod over several worlds in Darkseid's name. Knowing that his father would look kindly on Rip Roar's destructiveness, Kalibak convinced Darkseid's majordomo DESAAD to sabotage Rip Roar's teleporting Boom Tube. Roar wound up entombed inside a mountain on Earth, until he was accidentally freed by YOUNG JUSTICE. After a battle, the teen heroes, buried Rip Roar in lava. The Department of Extranormal Operations (D.E.O.) recovered the warrior, who remains in its custody for now. SB

RISING SUN

FIRST APPEARANCE SUPER FRIENDS #8 (November 1977)
STATUS Hero **REAL NAME** Isumi Yasunari
OCCUPATION Doctor; adventurer **BASE** Tokyo, Japan
HEIGHT 5ft 9in **WEIGHT** 165 lbs **EYES** Brown **HAIR** Black
SPECIAL POWERS/ABILITIES Absorbs solar energy and can project, intense heat, light, and flame from his body. He can also generate superheated solar winds and use them to fly at great speeds.

Isumi Yasunari's grandparents were both survivors of the atom bomb dropped on Nagasaki, Japan, by the U.S. in 1945, which brought World War II to an end. Both of Isumi's grandparents later developed cancer and died. Isumi's mother also developed cancer but recovered with chemotherapy. Horrified by the genetic disposition of his family for degenerative disease, Isumi and his brother, Wataru, became doctors specializing in cancer research, while their troubled sister, Kaori, joined a religious cult.

Isumi used his abilities to absorb solar radiation and became Rising Sun, a staunch defender of Japan, who believes his country should take a less pacifistic approach in world affairs. Rising Sun joined the GLOBAL GUARDIANS, serving with them unwaveringly for years. Rising Sun is a notorious flirt and has vigorously pursued a romance with DOCTOR LIGHT II for some time. PJ

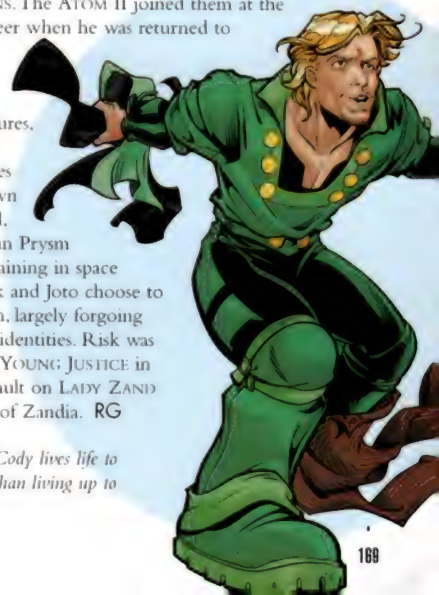


RISK

FIRST APPEARANCE TEEN TITANS (2nd series) #1 (October 1996)
STATUS Hero **REAL NAME** Cody Driscoll
OCCUPATION Student **BASE** Mobile
HEIGHT 5ft 10in **WEIGHT** 180 lbs **EYES** Blue **HAIR** Blond
SPECIAL POWERS/ABILITIES The result of an alien experiment, Cody is a mutant with superhuman strength, speed, and stamina.

Aliens called the H'san Natall came to Earth and conducted breeding experiments on humans. This resulted in the birth of four children who grew up to develop amazing powers. Their names were ARGENT II (Toni Monetti), JOTO (Isiah Crockett), PRYSM and Risk (Cody Driscoll), and they were eventually gathered together by Mr. Jupiter and Omen to form a new incarnation of the TEEN TITANS. The ATOM II joined them at the point in his career when he was returned to his teenage physique. During a series of adventures, they learned of their true natures and tracked down the H'san Natall, which resulted in Prysm and Fringe remaining in space with them. Risk and Joto choose to remain on Earth, largely forgoing their costumed identities. Risk was last seen aiding YOUNG JUSTICE in their all-out assault on LADY ZANDI and the villains of Zandia. RG

RISKY BUSINESS Cody lives life to the fullest, more than living up to his name.



SUPERMAN

THE MAN OF STEEL

FIRST APPEARANCE ACTION COMICS #1 (June 1938)

STATUS Hero **REAL NAME** Kal-El; Clark Joseph Kent (adoptive name)

OCCUPATION Super hero; (as Clark Kent) journalist **BASE** Metropolis

HEIGHT 6ft 3in **WEIGHT** 235 lbs **EYES** Blue **HAIR** Black

SPECIAL POWERS/ABILITIES Kal-El's powers were latent until his teenage years. His kryptonian physiology absorbs immense energy from Earth's yellow sun, enabling him to fly at incredible speeds, and endowing him with superstrength, invulnerability (his only weaknesses are green kryptonite radiation and magic), ultra-acute hearing, freezing breath, immense lung capacity and a range of vision including X-ray vision (he can see through anything except lead) and heat vision.



THE SOLE SURVIVOR

Kal-El's ship traveled many light-years until it crashed in a remote field in Kansas, where it—and its infant cargo—were found by farmers Jonathan and Martha Kent. Raising him as if he was their own son, the Kents named the boy Clark Joseph and watched in amazement as

his unique abilities began to manifest over the years. Clark's body was a veritable solar battery. He absorbed the sun's energy and in turn it gave him great strength, invulnerability, heightened senses and the ability to defy gravity. Fearing that various governments or factions would claim Clark as their own, the Kents encouraged the boy to act as "normal" as possible and to keep his powers and origin secret. Upon graduating high school, Clark left Smallville behind for a far greater stage.

SUPERMAN, THE LAST SON OF KRYPTON, represents the very best in humanity. His native world of Krypton, a giant planet orbiting a dying red sun, was doomed by the radioactive elements at its core and exploded many years ago, but not before scientist Jor-El and his wife Lara rocketed their son to safety, hoping against hope that his spacecraft would find him a new home in the vast reaches of the universe. Their gamble paid off in ways that have enormously benefited humanity.

SMALLVILLE DAYS

Kal-El's ship traveled countless light-years until it crashed in a remote field near Smallville, Kansas, where it and its infant cargo were found by farmers Jonathan and Martha Kent. Raising him as their own, the kind-hearted Kents named the boy Clark Joseph and watched in amazement as, little by little, his unique abilities began to manifest themselves. Clark's body proved to be a veritable solar battery. He absorbed the sun's energy, which gave him incredible strength, invulnerability, heightened senses, and the ability to fly. Fearing that various governments or factions would claim Clark as their own, the Kents encouraged the boy to act as "normal" as possible and to keep his powers a secret. After graduating from high school, Clark left the little

town of Smallville to begin a seven-year exploration of the globe, eager to find some purpose for his amazing abilities as he searched for a suitably heroic role in life.

AFRICAN ADVENTURE Before Clark Kent made his name in Metropolis, he traveled the world on an eight-year personal journey of discovery. Eager to try out his growing superpowers, he headed for some of the world's hotspots, helping to resolve a bloody intertribal conflict in Africa.

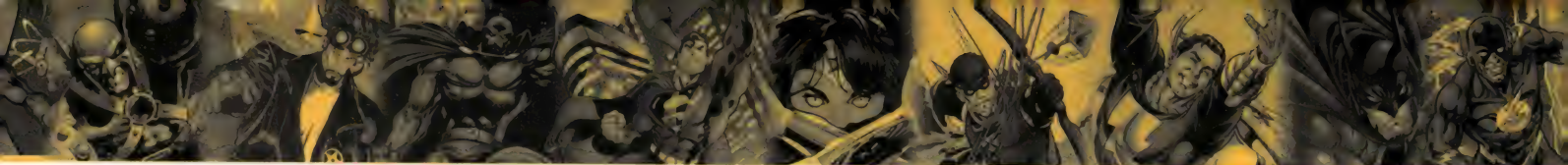
SUPERMAN'S COSTUME

In time, however, Clark realized that he'd made a mistake by ignoring his alien heritage in favor of his human upbringing. Once he acknowledged that there was a place in this world not only for Clark Kent but for Kal-El, Clark used materials from his spacecraft to create a costume signifying and reflecting his Kryptonian roots—one he could wear openly whenever he wasn't disguising himself as a mild-mannered journalist.



FIRST ISSUE The Man of Steel first flexed his muscles on the cover of Action Comics #1.





LIFESAVER!

Superman's first costumed adventure saw him saving Jimmy Olsen and Lois Lane from certain death.



LOIS LANE As time went by, Clark Kent became a celebrated reporter and fell in love with Lois. She got over her crush on the Man of Steel, realizing what a good catch Clark was. Marriage soon beckoned.

THE MILD-MANNERED REPORTER

Sporting horn-rimmed spectacles and wearing oversized clothes to disguise his physique, Clark Kent came to Metropolis and was interviewed by *Daily Planet* editor Perry White for a reporter post. Clark worked with young photographer Jimmy Olsen and star reporter Lois Lane. It was she who, glimpsing the Kryptonian crest on the costume of the city's amazing flying man, first called him "Superman." Clark began his dual life as a journalist and crime fighter.



THE BEGINNING OF A NEW AGE

Superman's arrival signaled a new era for costumed heroes. As more and more appeared around the world, so did super-powered villains, ranging from the alien BRAINIAC to the crazed TOYMAN. Superman's exploits inspired millions, so the world was stunned when the behemoth DOOMSDAY killed him in battle. Fortunately, Superman was returned to life by Kryptonian technology. He has since allowed a handful of heroes—SUPERBOY, SUPERGIRL and STEEL—to share the S-shield that is a symbol from his homeworld.



AN EVERLASTING INSPIRATION

Superman has had to contend with scheme after malicious scheme to discredit or destroy him. Virtually all of them have been engineered by Lex Luthor, first through his LexCorp business and then as U.S. President.

Alone and with the JUSTICE LEAGUE OF AMERICA, Superman has become a symbol for truth and justice across the world. In the 31st century, the legacy of Superman led many people to become adherents of a secular belief called "The Spirit of the Last Son," which sees the Man of Steel as a model for mature, altruistic living. RG



KEY STORYLINES

- **SUPERMAN #75 (JANUARY 1993):** Superman dies defeating Doomsday, an alien genetic experiment designed to be the ultimate killing machine in the "The Death of Superman!"
- **ACTION COMICS #689 (SEPTEMBER 1993):** The Man of Steel returns from the dead.
- **SUPERMAN #171 (AUGUST 2001):** Superman begins a tumultuous defence of Earth and the Universe against the might of Imperix as the Our Worlds at War storyline commences.
- **SUPERMAN BIRTHRIGHT #1 (SEPTEMBER 2003):** Superman's origins from his escape from Krypton to him becoming the world-renowned Man of Steel is thoroughly redefined and expanded.



WEATHER WIZARD

FIRST APPEARANCE THE FLASH #110 (January 1960)

STATUS Villain **REAL NAME** Mark Mardon

OCCUPATION Professional criminal **BASE** Central City

HEIGHT 6ft 1in **WEIGHT** 184 lbs **EYES** Blue **HAIR** Black

SPECIAL POWERS/ABILITIES Weather Wand projects "aeolic energy," which brings about meteorological changes. Mardon can summon lightning bolts or bitter cold with a wave of the wand.

Small-time crook Mark Mardon stole the Weather Wand from his dying brother Clyde. With this amazing weapon, Mardon could control the wind, temperature, and create lightning, rain, and snow. He began his criminal career as the Weather Wizard, often battling Barry Allen, the Flash II and also BEATMAN, ROOMER, and the LUNATIC MAN. After Allen's death, the Wizard seemed to go legit for a time, but returned to oppose Wally West, the third Flash. The deaths of five of the Flash II's foes, including Weather Wizard, unleashed the demon NERON, who granted dozens of super-villains increased power in exchange for their souls. The Flash III and his wife IRENE PAUCK, IRENE manage to outwit Neron and restore the villains to life. The Flash III then confronted THE PRO and discovered that the Weather Wizard was the father of Julie Jackam's son, Josh, now being raised by his Allen (see ALLEN, IRIS). The Weather Wizard joined the new Rogues Gallery, reformed by the villain Blacksmith and now led by CAPTAIN COLD, RG.

STORMY WEATHER

With his amazing wand, the Wizard can perform meteorological miracles of the most kind!



WEIRD, THE

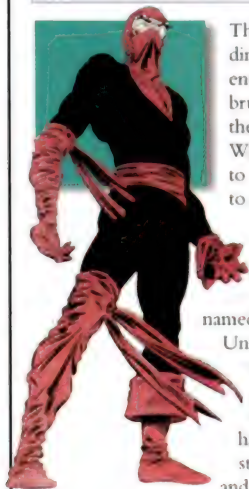
FIRST APPEARANCE THE WEIRD #1 (April 1988)

STATUS Hero (deceased) **REAL NAME** None

OCCUPATION Dimensional guardian **BASE** Mobile

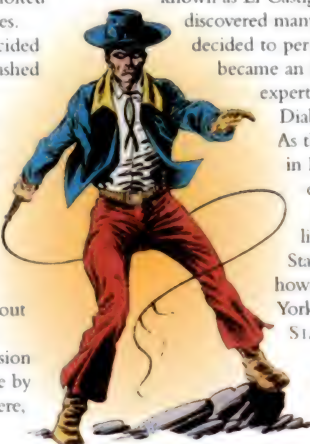
HEIGHT 6ft 5in **WEIGHT** 185 lbs **EYES** Brown **HAIR** Brown

SPECIAL POWERS/ABILITIES Could change molecular density of his body or anything he was in contact with; flew by riding magnetic currents.



The Weird came from an alternate dimension inhabited by the energy-seething Zarolatts and the brutish Macrolatts, who exploited the Zarolatts as power sources. When several Macrolatts decided to attack Earth, the Weird rushed to Earth to prevent it.

To contain his energy form in this new world, the Weird possessed the body of a dead man named Walter Langley. Unfortunately, the Weird was approaching critical mass—when he exploded, he would take out half the Earth. The Weird stopped the Macrolatt invasion and was then taken into space by SUPERMAN and GREEN LANTERN Guy Gardner. There, the Weird perished in a colossal blast. DW



WHIP, THE

FIRST APPEARANCE FLASH COMICS #1 (January 1940)

STATUS Hero **REAL NAME** Rodney Elwood Gaynor

OCCUPATION Playboy **BASE** Seguro, New Mexico; New York City

HEIGHT 6ft 2in **WEIGHT** 210 lbs **EYES** Blue **HAIR** Blond

SPECIAL POWERS/ABILITIES Expert with a bullwhip, and a superb horseback rider; well-developed social conscience, despite wealth.

In 1939, millionaire socialite Rod Gayner was traveling through Seguro, New Mexico, when he learned of the legendary Don Fernando Suarez, a 19th-century hero known as El Castigo, "the Whip." Gayner discovered many of Suarez's belongings and decided to perpetuate the hero's legend. He became an expert with a bullwhip and an expert equestrian, riding his stallion Diablo as the new Whip. As the Whip, Gayner fought crime in New Mexico, preventing the exploitation of the poor Mexican immigrants who lived there. When the United States entered World War II, however, Gayner moved to New York City and joined the ALL-STAR SQUADRON.

Nothing is known about the Whip's activities after 1944, and his final fate has yet to be revealed. PJ

WHITE MARTIANS

FIRST APPEARANCE JLA #1 (January 1997)

STATUS Villains **BASE** Z'onn Z'orr

MAIN MEMBERS AND POWERS (HYPERCLAN)

PROTEX A Martian superhero.

PRIMAID Warrior woman.

ZUM Superspeedster.

ZENTURION Shield-carrying soldier.

FLEXUS Rocky powerhouse.

ARMEK Armored juggernaut.

TROMX Possessor of devastating gaze.

A-MORTAL Fearsome wraith.

Possessing superstrength, telepathy, the power of flight, and force-blasting "Martian Vision" like their Green Martian kin, the White Martians are a thousands-strong race of shape-shifters. They share the Green Martians' weakness to fire, which renders them virtually powerless. Eons ago, the bloodthirsty White Martians had dominated Earth. However the more peaceful Green Martians (of whom the JLA's Martian Manhunter J'onn J'onzz is the sole survivor) banished them to the inter-dimensional Still Zone for an environmental catastrophe the White Martians had wrought on Earth. Eons later, the White Martians escaped from exile. Eight of their leaders arrived on Earth, calling themselves the Hyperclan. These handsome-seeming superbeings proclaimed they had come to save the world and quickly gained mankind's trust with a few good deeds. Fortunately, the JLA saw through the Hyperclan's deception and thwarted the White Martians' plans for global invasion.

Despite having their memories wiped, and being shape-shifted into harmless human forms, the Hyperclan again attempted to wreak havoc on Earth. The JLA defeated the White Martians once more and returned them to the Still Zone, where J'onn J'onzz monitors their imprisonment as his ancestors once did. SB



FLOWER OF WRATH The Hyperclan subject the JLA heroes to a ghastly White Martian torture device!

WHITE WITCH

FIRST APPEARANCE ADVENTURE COMICS #350 (November 1996)

STATUS Hero **REAL NAME** Mysa

OCCUPATION Adventurer **BASE** Earth

HEIGHT 5ft 8in **WEIGHT** 118 lbs **EYES** Red **HAIR** White

SPECIAL POWERS/ABILITIES Can perform magic spells of defense or offense. Still learning, but has the potential to become one of the most powerful mages of her millennia.

A group of 30th century mages, including Mysa, the White Witch, mobilized to defeat the all-powerful DARK LORD Mordru, stripping him of his objects of power (most notably the Emerald Eye) and entombing him. Few knew, until much later, that Mysa was Mordru's firstborn child.



Transformed into a withered old crone by Mordru, Mysa is the lone survivor of the mystic heroes. On planet Tharn, Mysa used the Scepter of Sybolla to save the life of the pregnant Azra Saugin, unintentionally gifting the baby Zoe with telekinesis.

Later, KINETIX of the LEGION OF SUPER-HEROES lost her powers, unaware that Mysa (using the Star of Akkos) was to blame for this. Mysa revealed her role and restored Kinetix's abilities just before Mordru escaped from his prison. In the ensuing battle, Mysa, the White Witch was returned to her youthful form by magic. She continues to perfect her abilities and works with Legionnaires on occasion. RG

WHITE, PERRY

FIRST APPEARANCE SUPERMAN (1st series) #7 (November 1940)

STATUS Hero **REAL NAME** Perry Jerome White

OCCUPATION Managing editor of *The Daily Planet* **BASE** Metropolis

HEIGHT 5ft 10in **WEIGHT** 200 lbs

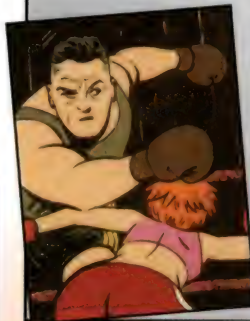
EYES Blue **HAIR** Brown with white at temples

SPECIAL POWERS/ABILITIES Indomitable will and relentless thirst for truth.

In a city dominated by the Man of Steel, *The Daily Planet's* Perry White has become one of the most influential figures in Metropolis, due to the power of the press. His life is inseparable from the modern history of the Planet, having started there as a copy boy at the age of ten. White's rough childhood in Suicide Slum was brightened somewhat by his friendship with a boy named Lex Luthor (see LUTHOR, LEX).

Luthor made a fortune in his early twenties and purchased the Planet; Perry left the country on assignment as an overseas reporter. In that time, Luthor seduced White's girlfriend, Alice Spencer, who conceived a child. White married Spencer upon his return and she gave birth to his son (really Luthor's natural son), Jerry White. Meanwhile, financiers bought the newspaper back from Luthor on the condition that Perry White become managing editor.

White hired both Lois Lane (see LANE, LOIS) and Clark Kent (see SUPERMAN), and has weathered a number of tragedies that would have broken lesser men, including the death of his son and a bout with lung cancer. After a recent stint as a professor at Metropolis University, White returned to his first love, *The Daily Planet*. One of his toughest recent decisions was to demote Clark Kent to a lesser reporting job and hire Jack Ryder (see CREEPER, THE) as his replacement. DW



STOP THE PRESSES! Perry White is a newspaperman through and through, who remains a tireless advocate for the *Daily Planet*. It's often said that if you cut him open, you'd find printer's ink running through his veins!

WILDCAT I

FIRST APPEARANCE SENSATION COMICS #01 (January 1942)

STATUS Hero **REAL NAME** Ted Grant

OCCUPATION Boxer **BASE** New York City

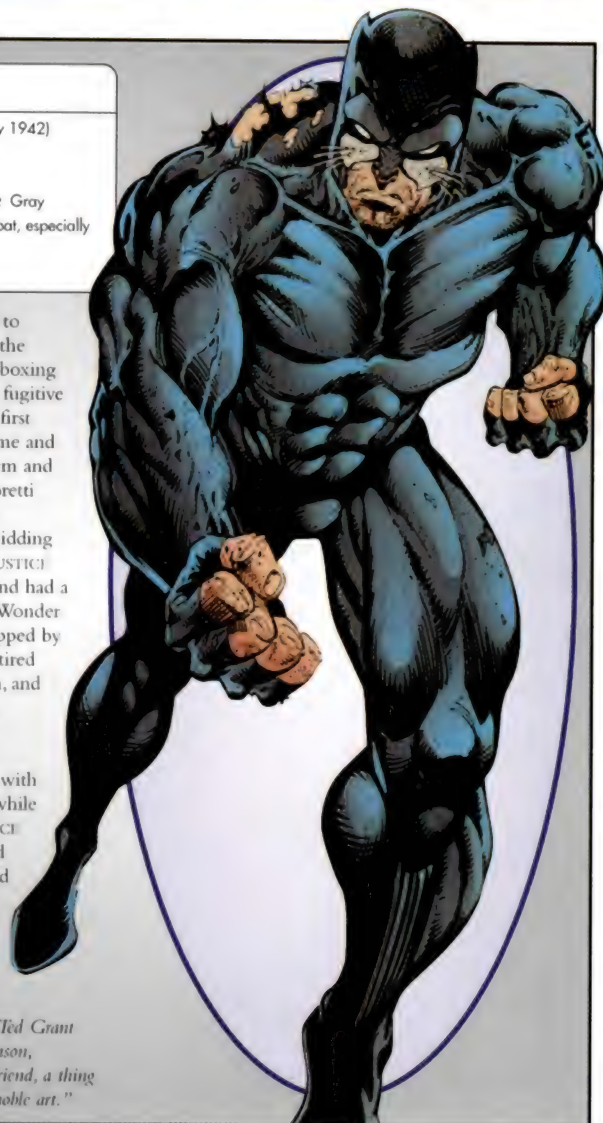
HEIGHT 6ft 5in **WEIGHT** 250 lbs **EYES** Blue **HAIR** Gray

SPECIAL POWERS/ABILITIES Master of hand-to-hand combat, especially boxing; slowed aging (like other JSA members).

Raised by a timid father, Ted Grant grew up to become a heavyweight boxing champion in the 1930s. After being framed for murder in the boxing ring by mafioso Victor Moretti, Ted became a fugitive from justice. Inspired by the Alan Scott, the first GREEN LANTERN, Ted donned a black costume and became Wildcat. Wildcat used his new uniform and his skills to pound out a confession from Moretti and clear his name. As Wildcat, Grant began patrolling the streets of New York City and ridding them of mob-related crime. He joined the JUSTICE SOCIETY OF AMERICA during World War II and had a love affair with HIPPOLYTA, the Golden Age Wonder Woman. In 1947, Grant's son Jake was kidnapped by the Golden Wasp and Wildcat temporarily retired from crimefighting. He opened his own gym, and trained some of the world's greatest fighters, including BATMAN, BLACK CANARY II, and CATWOMAN. Claiming to possess nine lives,

Wildcat now serves with the JSA. Tragically, while fighting the INJUSTICE SOCIETY, he learned that his son Jake had been murdered by the Golden Wasp's son, Killer Wasp. PJ

SPARRING PARTNER Ted Grant teaches Holly Robinson, Catwoman's close friend, a thing or two about the "noble art."



WILDCAT II

FIRST APPEARANCE (Yolanda Montez) INFINITY INC. #12 (Mar. 1985); (Wildcat II) CRISIS ON INFINITE EARTHS #6 (Sept. 1985)

STATUS Hero (deceased) **REAL NAME** Yolanda Montez

OCCUPATION Journalist for *Rock Star* magazine **BASE** Los Angeles

HEIGHT 5ft 8in **WEIGHT** 143 lbs **EYES** Brown **HAIR** Reddish brown

SPECIAL POWERS/ABILITIES A ferocious fighter with cat-like reflexes and retractable claws, enhanced speed, and superhuman agility.

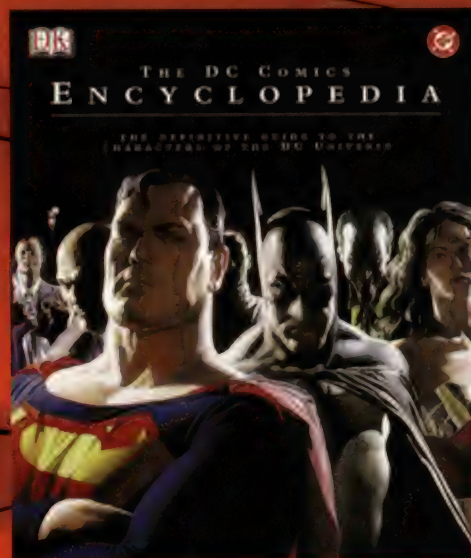
The original Wildcat (see WILDCAT I), Yolanda Montez's godfather, suffered crippling injuries during the Crisis. Yolanda decided to honor her godfather by using her cat-like abilities to carry on in the battling boxer's stead. As Wildcat II, Yolanda joined INFINITY INC. and learned there that her powers resulted from experiments conducted by Dr. Benjamin Love upon pregnant mothers, including Yolanda's own (see HELIX). Wildcat II remained semi-active after the Infinitors disbanded, and later joined a squad of super heroes fighting to liberate Parador, from ECLIPSO. Sadly, she was killed by the villain. SB



THE ULTIMATE REFERENCE FOR THE ULTIMATE FAN: THE DC COMICS ENCYCLOPEDIA



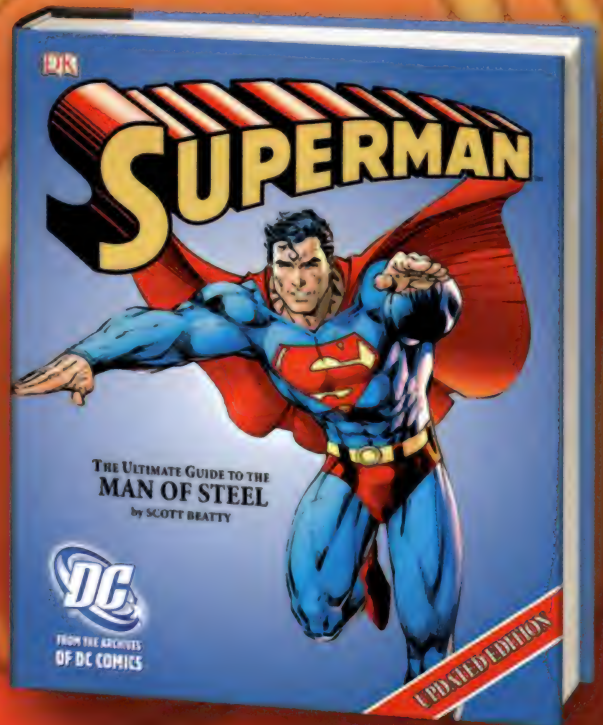
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SUPERMAN RETURNS... OFFICIAL STRATEGY GUIDE

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MASTER YOUR SUPERPOWERS

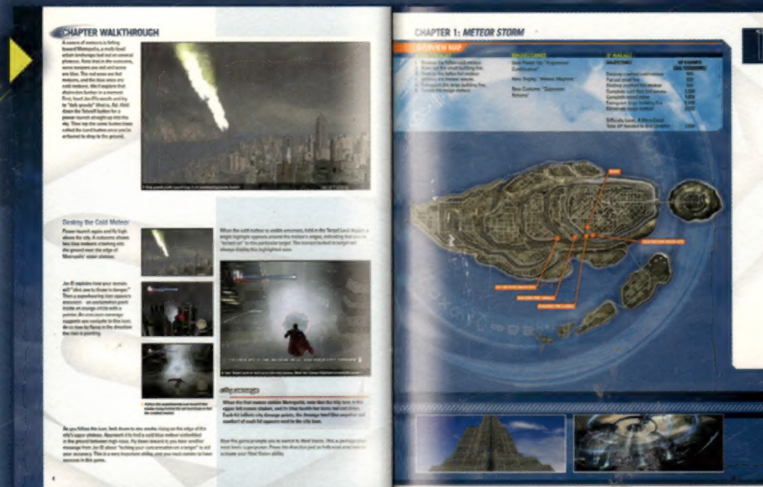
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